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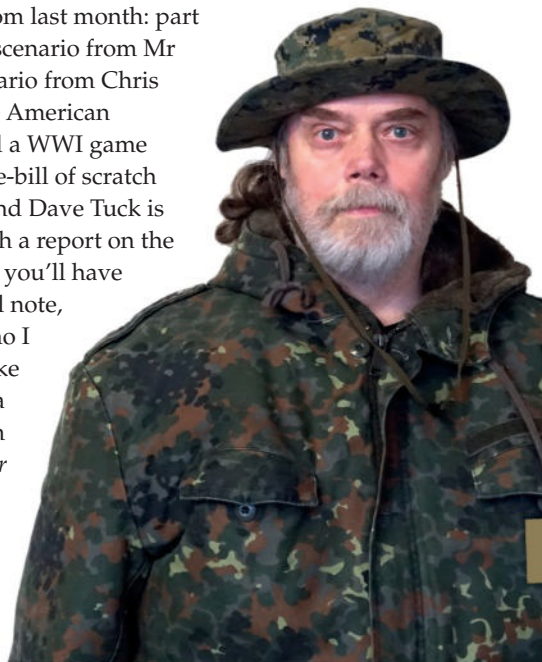
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WELCOME

OLD FRIENDS AND BOOKENDS

We have another great issue for you. First off, we have some follow-on pieces from last month: part two of a great *Stargrave* scenario from Mr Kinch and a Russian Civil War scenario from Chris Swan. *Command Decision* visits the American Revolutionary War; there's Trek and a WWI game using *Trench Offensive* and a double-bill of scratch building: an Onager from Tony H and Dave Tuck is on a Mission (via Africa). Along with a report on the *SELWG* show and loads of reviews, you'll have a great read, I'm sure. On a personal note, one of my great literary heroes – who I met a number of times – David Drake has sadly passed away so I'll write a *Slammers* scenario in honour of him for inclusion in a future issue. As *Mr Simon and Mr Garfunkle* sang: "A time it was, and what a time it was, it was; a time of innocence, a time of confidences. Long ago it must be, I have a photograph; preserve your memories: they're all that's left you."



John T

John Treadaway
Editor

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MINIATURE WARGAMES

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FORWARD OBSERVER

News, previews and community submissions from the wargaming world



FALLOUT: WASTELAND WARFARE

Nuka World Rules Expansion

Modiphius brings you the new *Fallout* expansion. Three gangs of rival raiders each call *Nuka-World* home: *Disciples*, *Operators*, and *The Pack*, and each lay claim to a part of the park, but – as each want what the others have – whatever peace that may currently exist will be split asunder. Welcome to *Nuka World*, the latest regional ruleset for *Fallout: Wasteland Warfare* and you can see some of the figures to go with this set reviewed in this month's *Defence in*

Depth. This new expansion includes: a rules booklet, sets of new cards with 53 units, 53 AI cards, 8 perks, 26 weapons, 8 mods, 37 items, 6 references, 5 strangers, 6 dangers, 12 creatures, and 12 event cards. There's five new Region Rules Sheets; and five new scenarios. There's a new Campaign System, Sub-Faction Rules for The Pack, Disciples, Operators, and Nukalurks. There's 50 Vault Tec Approved Profiles with all the information you need to field the new models and some great painting guides for those new miniatures. You also get a PDF when you buy the printed version (£35). You'll need the core rules to use this but go to modiphius.net for all your *Fallout* needs!

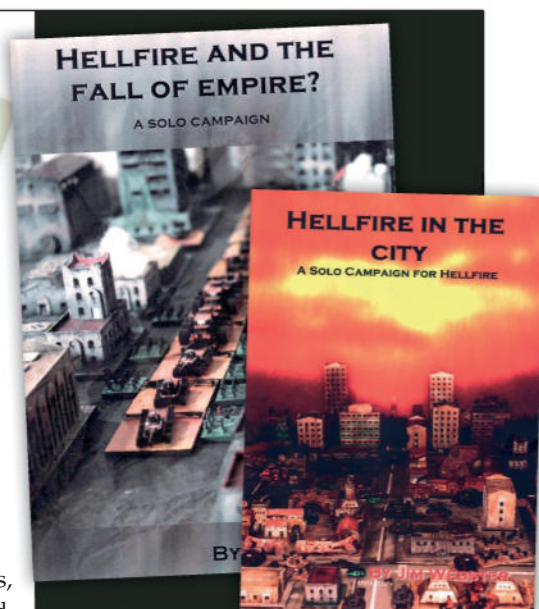


KNUCKLEDUSTER

New lawgivers in metal

Knuckleduster have just released some new 28mm *Lawmen* (and some other new figures: they are up to almost 200) in their Wild West range. Six iconic lawgivers, all with badges proudly displayed include *Fred White*; *Cecil Black*; *Higgs*; *High Tower*; *Bullock* and *Danno*. All are

great cinematic renditions (Mr Black has a real John Wayne feel) and purchasers get the opportunity for a figure of the month (a recent one was pistol packing – and reclining – *Jane Crossheart*: Howard Hughes would have been proud...). The figures are \$7.50 each or pay \$27.50 for the set and all are available in white metal with MDF slot bases included. Go to knuckleduster.com for more info.



BURNING HELLFIRE!

In the City and after the Empire *Hellfire in the City* is a stand-alone solo sci-fi wargames campaign based on *Hellfire* rules which we have reviewed previously. Controlling the sprawling city of Velonopolis a patchwork of territories controlled by everything from petty thugs to mecha. As well as city creation and discovering what hostile forces await you, this campaign guide contains rules allowing you to build new units and covers everything from vehicle recovery to field hospitals. *Hellfire and the Fall of Empire* is a science fiction solo campaign, again designed to work with the *Hellfire* rules in 1/300 Sci Fi, but frankly you wouldn't have to do much tweaking to fit the campaign to another rule set should you so wish. In this campaign, you are faced with the Empire falling. You are going to struggle to hold on to what you started out with. Your tax base could shrink, you might lose technology, and the forces of barbarism are all around, plotting your demise. These titles are available from **Wargame Vault** as a pdf or from **Amazon**. Prices start at £2.50/£3 on Kindle or £6.50/£8 in Paperback.

PENDRAKEN NEWS

10mm buildings & new website

Pendraken have a number of new items in their 10mm WWII *Battlescale* range (though they are usable for many periods). They have a *Small Mediterranean House No.2* (£5) and a *Clapboard House No.2* (£6). Also new are some *10mm SF AFVs* which they have shown renders of, plus they also have a brand new website that has more 'up to date' look and feel but also – for those that need it – handles things like VAT better. Not *glamorous* but necessary in a world of Brexit, I guess. Go to pendraken.co.uk.



COMMUNITY CORNER

BATTLETECH MECH

This month we asked Mike Whitaker, chairman of *Peterborough Wargames Club* about his gaming odyssey: "I keep threatening to resign as club chair, but no one else wants the job!" he jokes. As a gamer, he describes himself as a computer programmer, dominantly right-eyed and thus has no depth perception and so can't see in 3D. That won't keep a good painter down though, and here's an example of his painted *BattleTech* mech.

"I've always been a believer that painted toys on the table make things look so much better, which – given my eyesight – is a bit unfortunate. I could pay folks to paint stuff for me, but I'm kind of keen to have something of *me* in the figures I play with, so I rarely do that. I aim to pass the 'two-foot test' - if figures look good on the table from my normal slightly myopic viewpoint, that's just fine by me.

"I used to play *BattleTech* in the '90s," he says of the miniature he photographed. "I had forgotten how much fun it was until someone at the club offered to run a short campaign earlier this year." As for how he painted it, Whitaker describes discovering 'Slapchop' – "Not as new as people may think" he explains, "As it's based on a Renaissance painting technique called *Grisaille*."

"Essentially you pre-shade the model in greyscale before applying translucent colour (i.e. *Contrast* or *Speedpaint* or equivalent). So undercoat is *Army Painter Matt Black*, followed by a heavy drybrush of *AP Uniform Grey* and then a rough edge highlight in *AP Matt White*. At this point, you essentially have a greyscale sketch of the mini with the panel lines still dark, not having picked up any of the dry brush steps. The next step for this one (working from the *BattleTech CamoSpecs* site for a *Clan Wolf Beta Galaxy* 'mech) is *AP Sand Golem Speedpaint* above the 'mech's waist, and *AP Runic Grey*



below. Normally I'd let the *Speedpaint* work its magic and call that done, but the upper torso came out a bit darker than I wanted, so I reached for the trusty *AP Skeleton Bone* (not a *Speedpaint*) and did a quick drybrush once the *Speedpaint* had dried."

And the final steps? "*AP Fire Giant Orange* on the tip of a cocktail stick to pick out the lasers (as I have no depth perception, it'd be very easy to mess this up with a brush and so much less risky to do it by feel with something rigid). Then *Vallejo Gloss Black* (if I'd wanted to keep it all *AP* I could have used *AP Gloss Varnish* over *Matt Black*) in the cockpit windows, allow to dry, and then *Vallejo's Turquoise Violet* from their new '*Shifters*' range for the glass effect. This needs a couple of coats, and it does seem to darken a bit as it dries.

"To finish off, a 50/50 cheap *HobbyCraft Burnt Umber* acrylic and PVA mix on the base, a dip in *Geek Gaming Scenics Arid Grasslands* scatter and we're done. I'd guess, not counting drying time, that was well under half an hour, and a testament to some of the amazing new paint technologies that are out there, as well as *Catalyst's* superb sculpts."

As for what's next Whitaker explains he's got several thousand *Epic Battles ACW* miniatures waiting for him. "I acquired two complete starter boxes from a friend who was downsizing his collection... Pretty safe to say we're going for the slapchop/two-foot-test approach again!"

SHOW & TELL

FUTURE WARGAMING EVENTS

HAMMERHEAD

Saturday 2nd March

Cedric Ford Pavilion, Newark Showground
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Sunday 17nd March

Aldersley Leisure Village, Aldersley Rd
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alumwellwargames.co.uk

SALUTE

Saturday 13th April

ExCel, London, E16 1XL

salute.co.uk

THIS MONTH IN HISTORY

BATTLE OF BAHADURPUR

FEBRUARY 24 1658

This battle was part of the conflict that helped decide the war of succession among the sons of Shah Jahan, Mughal emperor of India. When Shah Jahan fell ill in 1657, his four sons: Dara Shikoh, Shah Shuja', Aurangzeb, and Murad Bakhsh; fought amongst themselves for succession. Shuja', the second son had set himself up as the independent governor of Bengal but was defeated at Bahadurpur, 5 miles northeast of Benares (now Varanasi) in Uttar Pradesh state. The victor was Dara's son Sulayman Shikoh. Shikoh was later captured and executed by his uncle Aurangzeb, who in June 1658 imprisoned Shah Jahan and a month later crowned himself emperor. Aurangzeb also defeated Dara, Murad, and Shuja' (who became a fugitive and died in Myanmar [Burma] in 1660). Ultimately, Aurangzeb was victorious making him the 6th Mughal Emperor.

If you'd like to submit something for Community Corner, contact MiniatureWargames@warnersgroup.co.uk



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SEND THREE AND FOURPENCE

CHAOS WIZARDS RISE!



A very silly solo campaign for *Stargrave*: Part Two

Words and pictures by **Conrad Kinch**

This mini-campaign is for the *Stargrave* ruleset using its solo supplement *Dead or Alive*. *DoA* is a free download available from the *Osprey* website and this campaign assumes that you have both a copy of the *Stargrave* rules and *DoA*. The first scenario and the initial background for the campaign can be found in last month's issue. **CK**.

MUSICAL DIFFERENCES

This is the second part of a short (3-4 game) campaign for *Stargrave*. It is very, very silly and was mostly inspired by listening to the Anglo-Swiss metal band *GloryHammer* and playing *Dead or Alive (DoA)*, the solo bounty hunting supplement for *Stargrave* by Joseph McCullough.

I have been asked by wargamers who have played the first scenario how to handle some aspects that I hadn't explicitly spelled out in last month's piece.

- **Experience:** Use the experience table on Page 7 of *DoA*.
- **Injury and Death:** As described on Page 68-71 of *Stargrave*. The only exception being Companions (see later in this article).
- **Setting and Mark:** Use the assigned terrain and bad guy for the scenario.
- **Complications:** Do *not* use this rule from *DoA*. These scenarios are complicated enough. Or do if you want, I'm not your dad!
- **Gang:** Roll for the gang (as per Page 12 *DoA*), though there are sometimes additional wrinkles mentioned in the scenario.
- **Loot:** Loot in this campaign represents the crew scavenging gear from the ruins of the planet rather than selling kit *per se*, mechanically this is no different, but it makes more sense in my head. There are no functioning stardocks available around Inisfawl

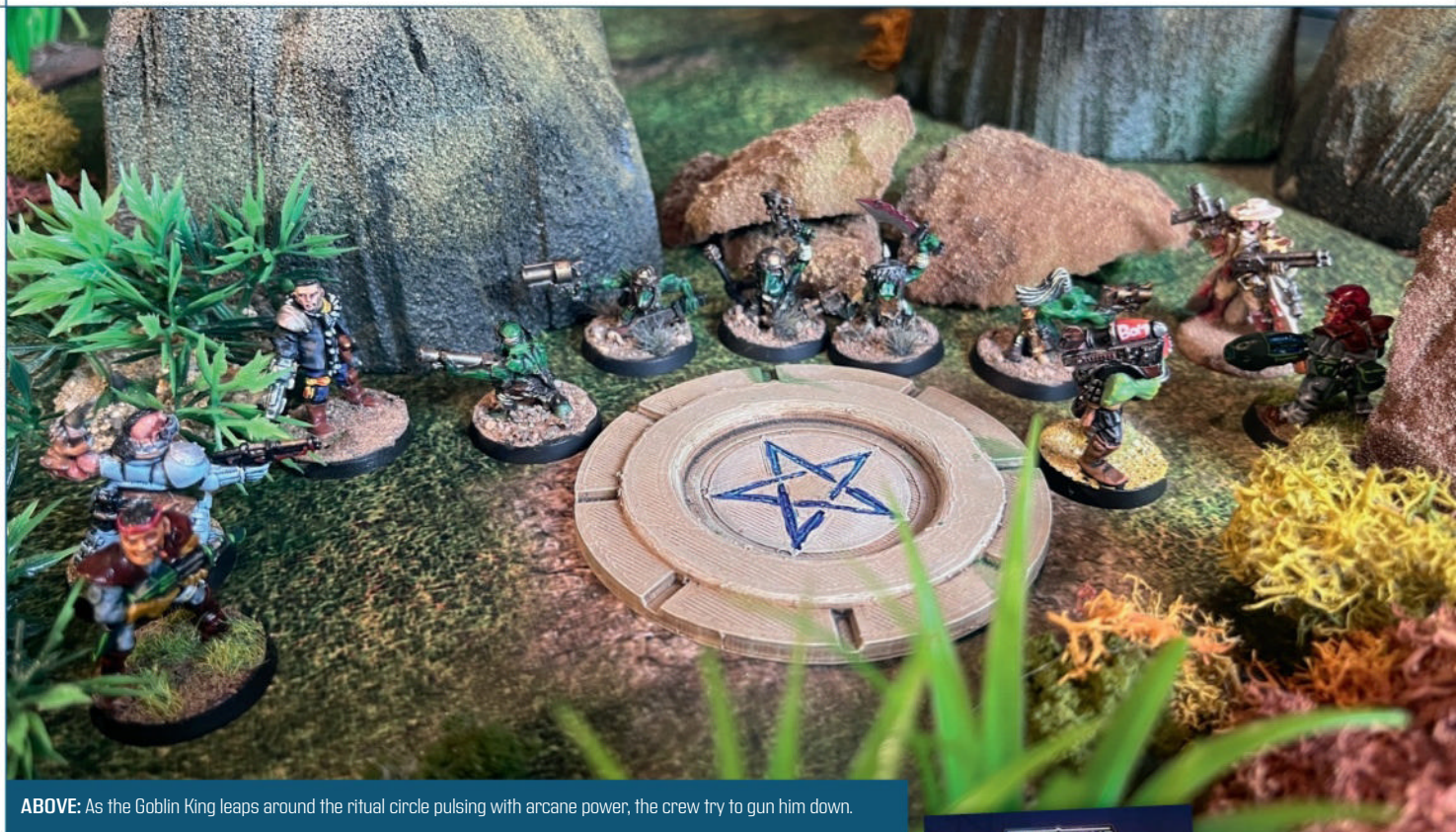
ABOVE: The jungles of Inisfawl ring to the sound of gunfire as Goblins and crew duke it out.

so the crew may not improve their ship until the campaign is complete. However, to represent the rich pickings on the devastated planet, the player may roll twice for each Loot token and keep the result they prefer.

TO SUMMARISE...

The planet of Inisfawl has fallen to the machinations of the Chaos Wizard Gormanrod. He has seized control of the LionstarHaus space station and plans to use the psychic power of the population to free the wizard Zargothrax from his icy prison. Having used an orbital bombardment to cow the population, he has sent three groups of his minions to the surface to enact a giant ritual across the whole planet.

SEND THREE AND FOURPENCE



ABOVE: As the Goblin King leaps around the ritual circle pulsing with arcane power, the crew try to gun him down.

Each of these minions has been tasked with maintaining a ritual circle at a particular point on the planet's surface. If they manage to sustain the circles for long enough, Gormanrod will triumph. The crew will have to make their way to the planet's surface and do their best to disrupt the ritual. If they can stymie at least two out of the three, they will have a chance to storm the space station and defeat Gormanrod.

GORMANROD'S LIEUTENANTS

Helion

A disgraced former justice official backed by a crew of pirates, including two hulking brutes who will make a mess of any unwary crew. *[This scenario is detailed in last month's issue]*

Erik and Mikhail

A pair of constantly arguing twins who've suborned members of the Inisfawl Local Defence Force. Armed with displacer fields, they are hard to nail down.

Miggledy the Goblin King

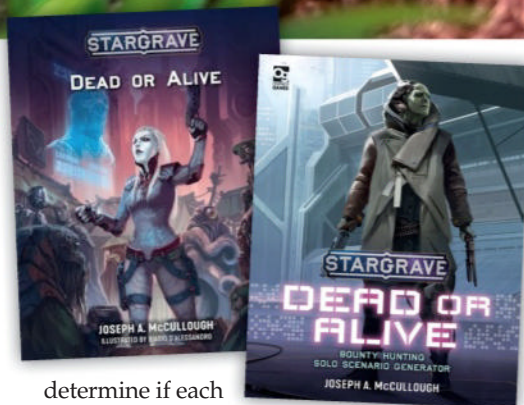
A diminutive alien in thrall to the Chaos Wizard Gormanrod. He and his posse of violent aliens use numbers and psychic attacks to destroy their foes.

SCENARIO	MARK	LOCATION
1	Helion	Desert canyon
2	Erik & Mikhail	Ruined city
3	Goblin King Miggledy	Jungle
4	Chaos Wizard Gormanrod	Corrupted Space Station

SCENARIO 2: LIFE AMONGST THE RUINS

The crew have found the second ritual circle in the ruins of Blanche, one of Inisdfawls more populous cities. There Erik & Mikhail and their crew of suborned soldiers are planning to finish the ritual. They've blasted a space clear for themselves in a ruined square and intend to fight to the last man to achieve their goal.

- Select one corner to be the player's entry corner and deploy the crew within 4".
- Place a two storey building (NF1) 4" in from the opposite corner. Place the ritual circle (NF2) in the centre of the board and another large building (NF3) (ideally two storeys) in the corner facing the players entry corner.
- Place three loot tokens on the table, one next to NF1 and NF3. Place the other in a random corner, so long as this isn't the players starting corner. Randomly



determine if each one is a physical-loot token or a data-loot token. Place Erik and Mikhail next to either NF1 or NF3 (determine randomly).

- The table should be filled with rubble, broken vehicles, walls and ruined urban terrain. The more the better. Ideally the lines of sight should be very broken up.

This scenario uses *Unwanted Attention* rules, which represents Mikhail and Erik calling for local reinforcements. Erik & Mikhail's men are suborned local military and all have +1 Will to represent their commitment and training.

Place E-Knock, a malfunctioning servitor, next to NF3, which is the remains of an old technical school. E-Knock is treated as a Robot Codebreaker Soldier (see Companion rules).



ABOVE: The crew move through the jungle stalked by a looming alien tendril.

ERIK AND MIKHAIL

Move	Fight	Shoot	Armour	Will	Health	Notes
6	+3	+0	10	+3	16	Hard to Nail Down, Shock Mauls

Minor scions of Inishfawl nobility, Erik & Mikhail, were part of the resistance to Gormanrod when the Chaos Wizard first attacked. However, they've despaired of defeating him and now serve him as his loyal followers. "Our position on this has evolved," as Erik puts it and they have now convinced themselves that Gormanrod represents the best for the planet.

Shock Mauls:

If Erik or Mikhail win a hand to hand combat and inflict damage, the injured figure is shocked and loses their activation in the next turn.

Hard to Nail Down:

Both Erik & Mikhail have been gifted rare alien Displacer Fields by Gormanrod. Whenever a figure makes a shooting attack against either of them, and the die roll before any modifiers is an odd number (15, 17, 19, etc) the shot misses automatically. They wink out of existence and are moved three inches in a random direction. If this means that they will be placed inside another

figure or terrain feature or some other self-evidently ridiculous position, place them in the nearest reasonable position to where they would have gone.

The Displacer Field provides no protection in hand-to-hand combat.

ACTION PRIORITY LIST

Erik & Mikhail use the following priority list to determine their actions.

Step 1. Are Erik & Mikhail in combat?

Yes: They will use their first action to fight. If they win the combat, they will push back their opponent.

No: Proceed to **Step 2**.

Step 2. Are they adjacent to the Ritual Circle?

Yes: They will chant arcane nonsense to power the Ritual Circle. Move them three inches clock wise around the circle and proceed to **Step 3**.

No: Erik and Mikhail will make one move towards the ritual circle, then proceed to **Step 3**.

Step 3. Erik and Mikhail will make a second

move to place themselves in cover from likely shooting attacks.

Once that is done, if there is a friendly soldier within three inches of either Erik or Mikhail, they will order him to open fire and he may make a Shooting attack at the closest enemy figure within line of sight and range. This may mean that the soldier is able to make a second attack.

If either Erik or Mikhail are alive and adjacent to the Ritual circle by the end of Turn 10, the player has failed.

SCENARIO 3: WELCOME TO THE JUNGLE

Deep in the dark and sweltering jungles of equatorial Inishfawl, there are terrible deeds afoot. The Goblin King, an alien confederate of the Chaos Wizard Gormanrod, has gathered his vicious clan to plot the doom of the planet. Hideous shrieks ring out and the eerie glow of sorcery lights the deep green of the jungle as the crew race to save the day.

SETTING

Select one table edge as the player's entry edge. The player may deploy his crew anywhere within four inches of that table edge.

In the centre of the table, place a ritual circle (**NF2**). This should be surrounded by greenery, rocks and other line of sight blocking terrain at a distance of about three inches from the circle. There should be at least three clear breaks in the terrain to allow figures to get at the circle. Place the Goblin King next to the ritual circle.

Place two pools (**NF2** and **NF3**) in the corners of the table edge opposite the player entry edge. These pools should be about five inches in diameter (that's what I used, but use whatever you have) and count as Deep Water.

Place an Alien Tendril next to each pool.

The rest of the table should be covered in jungle, greenery, rocks, possibly a wrecked vehicle if you have one. Place one data loot next to **NF2** and one physical loot next to **NF3**.

There are all manner of strange creatures in the jungle, roll for a *Random Encounter* (**Stargrave P140**) on turns

SEND THREE AND FOURPENCE



ABOVE: "It's got Sutherland!" Trooper Sutherland is dragged into the air by the attacking tendril. Bound for a terrible fate, no doubt.

3, 5, and 7. Place the creature on a random table edge and use the rules for *Uncontrolled Creatures*.

Alien tendrils move three inches every turn towards the nearest crew member during the Creature phase. The Goblin Kings crew have been here so long that the tendrils no longer notice them. If the tendril ever makes contact with a crew member, they will make an immediate +3 Fighting attack. If the tendril wins, it will grapple the figure. The figure may make a Fighting roll to break free on its next activation, if successful, it may take a move action to escape.

If the figure doesn't break free, the tendril will make another +3 Fighting attack. If the figure wins the combat, it may make a move action to escape. If the tendril wins, it will throw the figure d20 inches towards the nearest pool. If the die roll is high enough for the figure to land in the pool, it lands in the pool. Otherwise it takes the appropriate amount of falling damage.

Alien tendrils are too big and tough to destroy in combat, but they will disappear back into the ground if attacked by a flamer.

Poison Words
The Goblin King is a powerful, but limited psyker, using words of power to poison the minds of men with cruel rhymes. His psychic attacks use Will rather than Shooting and have a range of twelve inches, ignore armour and line of sight. See the Action Priority List for details.

Small
The Goblin King is a small target and figures making Shooting attacks at him suffer a -2 penalty. Small creatures Fight at -1 penalty (this is already figured into the Goblin Kings stat line).

Protect the King
If the Goblin King is targeted by an attack which causes damage and there is another Goblin within three inches of him, he may transfer that damage to that Goblin.

Goblins!
Rather than rolling for the Gang as normal, use the Result 17-20 on the Gang table on page 12 of *Dead or Alive*. The Grenadier and Trooper are Orks and are

treated as normal. All other figures are Goblins. Double the number of Recruits.

Goblins are like their King, Small, with the attendant -2 to be shot at and -1 to Fight penalty. They also have -2 Will.

The Goblin King uses the following priority list to determine his actions:

- Step 1.** *Is the Goblin King in combat?*
Yes: He will use his first action to attack. If he wins, he will push his opponent back. Proceed to **Step 3**.
No: Proceed to **Step 2**.
- Step 2.** The Goblin King will make one move, moving clockwise around the ritual circle. He will then make a Poison Words attack on a crewmember within twelve inches. If there is more than one crewmember within twelve inches, pick the one with the lowest health. Proceed to **Step 3**.

Step 3. Select the nearest Goblin figure and move that figure one move toward the Goblin King. This will probably mean a figure moves twice. This figure will attempt to place itself between the Goblin King and any crewmember, if possible.

If the Goblin King is alive by turn ten, the ritual will have succeeded and the players will have lost.

Note: *This scenario is tough, the Alien Tendrils are absolutely brutal and made a proper mess of my crew, falling damage is really nasty. An optional rule you could try, is that any figure that lands in a pool that manages to swim out brings a Loot Token (pick physical or data) with them, taken from the remains of the tendrils previous victims. This keeps the scenario tough, but sweetens the deal a little bit.*

COMPANIONS
Companions are additional figures that can be added to the Players crew at their discretion. Companions are controlled by the player. Ray can be added to the crew in any scenario and will reappear on all following scenarios. E-Knock can only be added after Scenario 2 has been played, but will reappear in all following scenarios. Companions reduced to zero health will not reappear in future scenarios.

GOBLIN KING MIGGLEDY						
Move	Fight	Shoot	Armour	Will	Health	Notes
6	+0	+1	10	+6	10	Small, Protect the King, Poison Words, Goblins!, Pistol



ABOVE: "Eat las bolts Greenies!" A motley crew of adventurers blast the Goblins as they attempt to complete the ritual.

RAY						
Move	Fight	Shoot	Armour	Will	Health	Notes
6	+2	+1/+3	10	+7	12	Shotgun, Fond of a Drop, Heelies

In happier times, Ray was a successful farmer/pub owner in rural Inisfawl. This all came to an end during Gormanrod's orbital bombardment of the planet. Ray crawled from the burning wreckage of his pub only to find that his brother Danny had been killed by an exploding Robo-Bingo machine. Picking up his trusty twelve bore, he swore vengeance on Gormanrod's minions and set out to get some payback.

Fond of a Drop:

Ray was always a bit of drinker, but the destruction wrought on his planet has pushed him a little further over the edge, though he maintains that a pint or two actually relaxes him and makes him better shot. When rolling for shooting attacks with Ray, use the first shooting value if you roll an even number and the second if you roll an odd number.

Heelies:

These are anti-gravity weelies that Ray used on the farm. By leaning back on his heels, Ray can move 9 inches in a straight line ignoring difficult terrain.

E-Knock is a Servitor haunting the ruins of a Technical School in Scenario 2. His programming has malfunctioned and he can't quite grasp what's going on as he has totally lost his grip on reality. Place him next to NF3. He will move across the board, ignoring everything going on around him, parallel to the players starting table edge, until he reaches the table edge or he walks into a piece of terrain or another figure. He will then turn around and walk back to NF3. Figures may shelter behind him if they wish.

If a player controlled figure moves into base to base contact with E-Knock, he may attempt to reason with him. Treat this as unlocking a piece of Data Loot. If successful, he may be added as a Companion to the party, however, if at any point, there isn't a friendly figure within three inches of him, he will revert to his previous programming and start marching back and forth across the board again.

The final instalment of this mini-campaign: *Assault on the Space Station*, will be in next month's issue. ■

E-KNOCK						
Move	Fight	Shoot	Armour	Will	Health	Notes
6	+3	+2	10	+2	14	Robot, Carbine, Deck (carried in a satchel), Light Armour, Knife, Malfunctioning Programming



ABOVE: As an Ork grenadier fills the air with stik bombz, Trooper Treadaway blasts his way through the green tide.

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VAPNARTAK



PLUGSTREET WOOD

A WWI scenario for Trench Offensive

Words by **Paul Howells of Pandyman Entertainment**.
Photos by the **Editor**

We reviewed the *Trench Offensive* rules in issue 488 and – in the last month's issue – rules author Paul introduced himself and his gaming background. Following on from that, here's a scenario Mr Howells has written for his game system but which could probably be fairly easily adapted to other systems. So... Dare you enter the trenches? **Ed.**

RAID BRIEFING

In the spring of 1916, Winston Churchill was in command of the 6th (service) battalion of the Royal Scot Fusiliers. *Plugstreet Wood* was the name the British Tommies called the area. This part of Flanders fields was a quiet area with no major offensives. However, small teams of each side would often sneak and do reconnaissance on the other.

While no major or minor offensives happened in the winter 1915 and the summer of 1916, this part of the Western Front was used as an area to rest and recuperate from the battles elsewhere. They also used it for training purposes, because it was a good location for trench warfare. During the day, men would rest, while at night – and in the cover of darkness – men would dig trenches and conduct raids on the other side.

THE MISSION

This mission is based around the idea of the film *Saving Private Ryan*, which is set in the Second World War. While the sole survivor policy wasn't in place during the war, this mission is similar to it. The team is sent to find the lone survivor of a squad that has been ambushed. They must find him before the mission fails.

After one failed raid, the major who led the problematic mission is missing feared dead. However, after another raid to capture food came back with news that Major Alfie Carter, the son of Brigadier Edward Carter was alive and well in a bunker near the front.

ABOVE
Waiting on the firing step in the British trench. This – and many other shots for this article – was shot of a game by the Grimsby Wargames society at Partizan 2023.

PLUGSTREET WOOD



ABOVE
A British advance with armour support.

LEFT
The German trench line prepares.

RIGHT
A close up of the tank. Shots on this page are from the game by Grimsby Wargames society at Partizan 2023.



Brigadier Carter demanded a mission to rescue his son. The section showed no reluctance to take on a mission to rescue Major Carter, but were ordered by Brigadier Carter to do so. They set off on their mission, determined to rescue Major Carter.

If the mission is successful, the men of 1st Section A Company could be in for medals, mentions in dispatches or much more - though realistically, this raid would never happen, prisoners of war wouldn't be held in a front line trench or even a support trench.

OBJECTIVE & EARNING POINTS

Each team should be able to earn points, holding the objective is key for the defending Germans. The British need to take Major Carter back to their own line.

However, Major Carter is medically unable to walk. Both sides can't get Major Carter to move, this means *either* side will need to use a medic to patch Major Carter up and get him walking.

SCORING POINTS

Each side can score in different ways:

GERMANS

The Germans won't need Major Carter to walk: he can be moved in the morning. However they need to guard the bunker and trenches.



If, at the end of the mission, the British aren't able to get within six inches with *Line of Sight*, the Germans get *two GP*. The Germans also score *one GP* for each British troop or officer killed.

BRITISH

The British will need Major Carter to be able to walk. This will mean getting a medic to him. If at the end of the mission, a British Medic is within six inches with *Line of Sight* of Major Carter, the British get the *two*



GP. The British also score *one GP* for each German trooper or officer killed.

DEPLOYMENT

There are six game cycles. Each game cycle breaks down into different phases, as laid out in the main rulebook. Each raiding party should be made up of 1000 points.

Unfortunately for the Germans, there was an impressive feast. Capture of a key asset like Major Carter. After hours of questioning him, there was ground for a massive feast. Any food that could be found, is being used to celebrate with.

One lone German is set to protect Major Carter. In the first round, any other Germans will need to make a *Complacency Check*. The Germans who don't pass the complacency check won't take any actions that game cycle.



ABOVE
Defending a British trench with some heavy firepower!



LEFT
A lone German soldier guarding a trench in the Trench Offensive display game from Partizan 2023.

As the British are attacking, they *don't* need to take *Complacency Checks*. However the British must have a *Medic* in their raiding party.

COMING SOON!

We have started to think about what is next for the *Trench Offensive* game. Players should have supplements and campaigns coming in 2024. I also have plans to create more interesting miniature ranges for *Trench Offensive* (I think the ranges they already have are pretty good I have to say! *Ed.*) and I will be working with customers to produce the next load of miniatures. ■

BOTTOM LEFT
A great shot looking down a trench.



UNDER THE DOME

SELWG in 2023 Words and photos by **The Editor**

A couple of years ago, **SELWG** show moved to a new venue at the Lee Valley Leisure Complex and this year saw them back at the venue and – on account of them including a competition section hidden up on a mezzanine spread over two days but – as a show for gamers to buy stuff and play *ad hoc* games while looking at pretty demos – it is a ‘just on Sunday’ show. The club again ran a free bus from the local train station and there was ample free car parking on site (quite a rare luxury within the M25).

VENUE

The venue is an indoor running track under a big ‘dome’ which forms one large room with another raised area hosting the club’s famous and extensive Bring & Buy: for those that like a good bargain, it’s probably the greatest B&B (and certainly the best *run*) available anywhere. There were slightly fewer traders (compared to last years 50 or so) but rather more games available to fill the space: a good trade off (pun intended) as long as it’s financially viable... Food was mostly via external vans which was certainly enough this year and the SELWG team do a great job of getting games and trade in an out of the venue.



TOP
Dornier down
by the Shepway
Wargames Club.

ABOVE
Cheshunt
Wargames Club's
Hoth from Star
Wars.

GAMES

So with around 35 games clubs and groups (plus those competitions I mentioned earlier) what was the quality like? There were a few (what I would call) ‘club night’ games but not too many. Notables included *Duffers Drift* (a Colonial 1/72 game by occasional contributor to this magazine **John Kersey**);

Cheshunt Wargames Club's Hoth (the now very popular *Star Wars* ‘period’ with printed models and hand built scenery depicting the start of *The Empire Strikes Back*); the always reliable **Deal Wargames** with



LEFT
1889 Sky
Galleons of
Mars by the
Werelords.

BELOW LEFT
WII by Deal.

BELOW
An M113 by
Parkfield
Miniatures in a
'Nam game.



LEFT
Milton Hundred
Wargames
Club with their
coldwar game:
Endlich! Die
Letzte Brücke!





ABOVE AND RIGHT

Emperor of the Battlefield by the Central London Wargames Club.

RIGHT CENTRE

The SEEMS game "Nach Paris": a C.S Grant Scenario set in the Franco Prussian war.



Uprising in Palestine 1938 in 1/72; and a nice fantasy outing from **Magrathea Builder of Worlds** called the *Battle of Beamfleet*.

SEEMS ran *Nach Paris* (a C.S Grant Scenario); **Shepway Wargames Club** ran *Dornier Down* (crashed eponymous aircraft included); the **TooFat Lardies** ran *The Battle of Cannae*, and *The Road to Rangoon*; and the **South London Warlords** put on *The Lion and the Wolf* (*Song of Ice and Fire*).



Finally, the **Werelords** put on *1889 Sky Galleons of Mars* in 1/300th; the **Milton Hundred Wargames Club** had a superb coldwar *Endlich! Die Letzte Brücke!* with some great scenery; and the show winners were the **Retired Wargamers Reloaded** with their WWII outing *Hold Until Relieved* featuring lots of 3d printed kit (especially buildings)

TIMING

It has to be said that the show probably suffered a little from 'trade fatigue'. What I mean by that is that – despite the fact that it's one of the best venues for a show in the south (parking, access, space, lighting



LEFT
Another shot of the Vietnam game by Parkfield Miniatures.

BELOW LEFT
Battle of Thapsus 46BC by the Society of Ancients.

BELOW
Another shot of the Dornier Down game.



etc) it was the *fourth* show I'd been to in six weeks, slotted in only a week after the *Other Partizan* (after *Hereward* and *Colours*). There are only so many shows that traders will turn up to, week in, week out. In the *Last Word* section of the magazine a couple of months ago, David Mustill the organiser of the *Broadside* show was saying just how tricky it's getting to be to run a show *and* book trade for it (part of the 'life blood' of any event) and I have to say that show organisers could help each others out a bit on this front a bit more than they currently do, lest they tread on each other's toes. Me? I've got no answers other than that but I am looking forward to next year's SELWG show. ■



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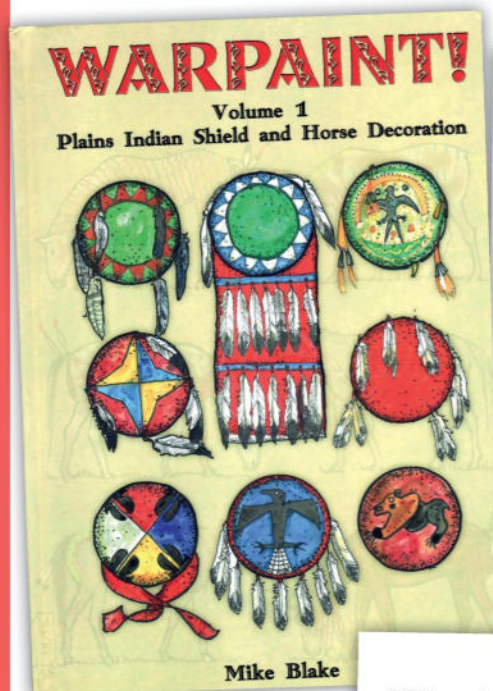
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DEFINITION

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WARPAINT

▷ caliverbooks.com
▷ £29.50

Caliver sent in one of their latest guide books. *Warpaint* is a painting guide for Plains Indians, specifically the shield and horse decoration aimed at the period I will loosely describe as 'The Old West'. Authored and illustrated by Mike Blake, this 124 page, A4, full colour hardback is illustrated throughout and is certainly the most comprehensive guide I have ever come across though it's worth noting that this is described as 'Volume 1' so... we can assume that there's more to come!

With 64 full colour plates and over 350 individual shield designs (plus 84 horse patterns) Caliver Books have done a fine job presenting the artwork and all are illustrated in Mr Blake's comfortable, water colour style.

What is covered in this tome? We have Blackfoot; Cheyenne; Crow; Sioux; Kiowa; Kiowa-Apache; and Arapaho along with lots of others in the 'various' sections: Navaho; Mandan; Shoshone; Pima; Pawnee; Hidatsa; and much more. In addition to the individual tribes the book goes into great detail on specific motifs featured on the designs:

PLATE 31

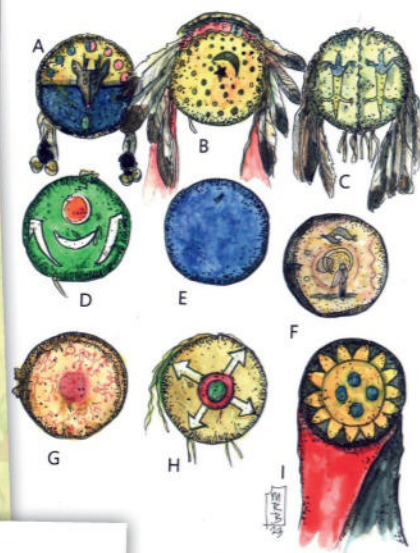
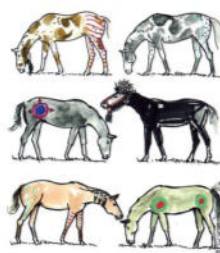


PLATE 54



Thunderbirds, for example, plus Ravens; Bears; Serpents; Dragonflies; Buffalos and Eagles. As an added bonus, the book covers the colours originally employed and how they were sourced. One is... *unsure* of whether or not one should follow the paint recipes outlined (I think I'll avoid the 'blue made from duck manure' and just stick to the acrylics...) but it's all good fun when one is trying to approximate a colour match.

This is sumptuously produced and – if the North American continent the 19th century (and a bit either side, I guess) is your period – it's an invaluable resource. *Highly recommended.*



BRITISH WWII

► victrixlimited.com
► £10

Victrix have been a leader in the 28mm plastics market for quite a while. Sure there are some other choices out there for historicals but – in 28mm – they are certainly hard to beat. A couple of years ago they entered the 12mm WWII scene with a large range – again in hard styrene – but their latest venture is **WWII in 28mm**. But *not* in styrene.

They have released a set of four figures in different poses: one holding a Lee-Enfield throwing a grenade; one lying down loading a rifle; one and firing a Sten gun; plus an officer with a Webley pistol and his hand raised. All are in European battledress from 1943 to 1945 with camouflaged helmets and come with oval self bases. They are cast in one piece (and impressively so) and they are made from **Siocast**.

Detail is crisp and well sculpted and – proportionately – they are very much like **Victrix's** usual styrene output. The casting material is slightly softer than some **Siocast** I've handled but not overtly so: it reminds me of the material used by **The Plastic Soldier Company**. I know **Siocast** have a harder material available but I'm not sure that would be much of an advantage for these models: the rifle and the barrel of the Sten are a little flexible and mine needed a slight 'straightening' but no more than if they were metal.

These are an interesting choice and they are very nice figures. I do wonder if **Victrix** will expand the range in hard styrene?



A DOCTOR CALLS...

► crooked-dice.co.uk
► £5 – £15

Crooked Dice have recently released a selection of new models some of which we have as review samples. Aimed at the **7TV** world of adventures set in make-believe 'TV land' (we reviewed the new edition of the rules last month) we have some *Temporal Travellers* (three new ones) to add to those they already make plus a couple of their 'companions' including a *Savage Companion* (in a skimpy, leather number and brandishing a knife). We only have a small selection of these but they are *gorgeous*. The 'not Mr Baker' and the 'not Louise Jameson' are particularly good and are evocative renditions of the original characters and there's another couple of less-scarf-bedecked timelords, but their accuracy is hard to comment on as I'm not really overly familiar with the current milieu.... These are all a fiver each.

But let's all remember that **7TV** is meant to be a game about *making* a TV show, so – with that in mind – how about... a *Camera Operator* (£10) and a *Film Crew* (£15). The camera chap is a bloke manning a camera that wouldn't look out of place in a '70s TV show (think *'Match of the Day'*), and the Crew set has three figures: a boom mike operator, a director fellow in a folding chair and a woman in a suit with a clip board (maybe interviewing or floor managing?). Again, great white-metal models that certainly fill out a scene. So... *Lights Camera and... Action!*



SORCERESS

► brother-vinni.com
► €5.50 – €8

Brother Vinnie are purveyors of fine resin castings suitable for fantasy RPGs and other skirmish gaming setups. They make other figures as well, sure: a particularly fine selection of **SAGA** figures are included in their 28mm range with recent releases like the *Resting Byzantium Knight* for €5.50 which is just a great figure in chainmail; kneeling with his sword and looking exhausted: great for a command group or similar. This having been said, however, the figure they sent in for review is a particularly fine *Elf Sorceress*.

Cast – as usual – as a multi-part kit in grey resin, she is largely *underdressed* though she does have a beautiful,



'fluted' rear to her dress (what there is of it) and a spectacular hair-do spilling out of her helmet... She is armed with a dagger and a scroll in the other hand in a dynamic pose that really requires her being a five-part kit (if you include the separate hair braid). The sorceress is eight Euros.

The **Brother Vinnie** models are fine kits but you have to be keen with small scale assembly *and* have a steady hand. Oh, and provide your own bases. They are a company who's website is well worth perusing to fill in some boutique gaps in your miniatures collection.



6MM & 15MM SF

► brigademodels.co.uk

► £1.50 – £6

This review is a bit of a 'shotgun' and covers a selection of the latest releases in both metal and resin and a variety of scales – 1/700, 6mm and 15mm – and all from **Brigade Models**. So I'll try and briefly detail as much as possible here.

Starting with the smallest stuff, there's the 1/700th scale resin forts scaled up from their (1/1000th) *Small Scale Scenic* range. *Nehaj Fortress*, in Senj, Croatia is a simple square tower design from the 16th century; *Forte de Nossa Senhora de Monte Serrat* is a small hexagonal fort from Brazil from the same period (£3); and there's a generic *Middle-Eastern* 'Foreign Legion' style fort which is just £1.50.

Moving up a scale are a couple of 6mm *SF Agricultural Colony buildings*. Called the *The Pavilion* (£6) and *The Homestead* (£3.50) they are an interesting take on 'platform houses' (for swampy areas) but built from modern materials with arched, pre-fab roofs. In the same scale there are some new horned reptilian infantry called *Molts* which are straight out of the *Hammer's Slammers* background (but useful universally). A pack of 24 varied warrior types are £3 and are armed with a selection of weapons looted from their opponents.

Finally in 15mm there are some new *Hindi Infantry*. Again these are from the *Slammers* universe but they are in military uniforms with helmets and a hard mask or face covering and with a selection of weapons. These are so new I haven't a price on them but I would imagine they'll be in line with the rest of the ranges (so maybe £3.75 for ten or so). **Recommended.**



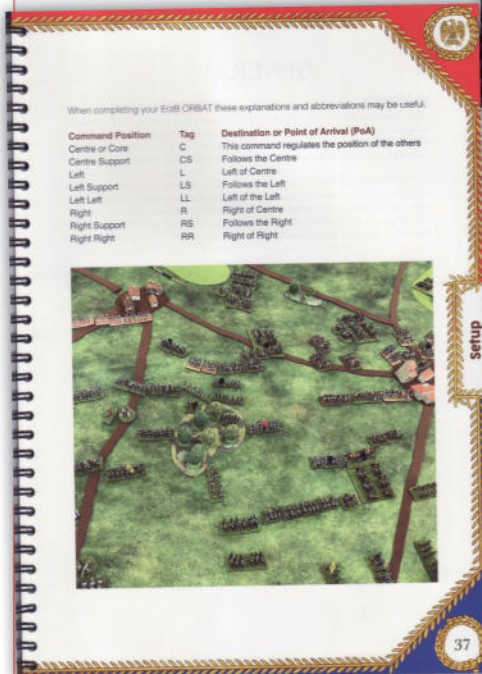
VIVE L'EMPEREUR!

► emperorofthebattlefield.com

► £25

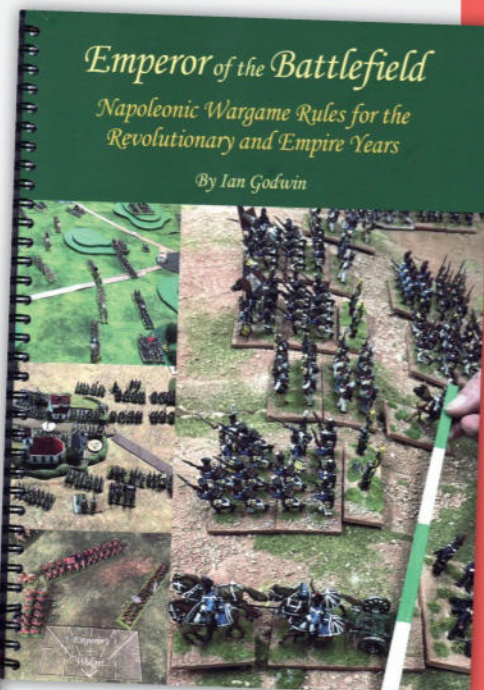
Just when you thought it was safe to carry on using the Napoleonic rules you may already own, this issue looks at yet another new set that you can try out.

Emperor of The Battlefield written by Ian Godwin was aimed at tournament shows with its first competitive outing at *BritCon 2023*. Published this summer, we bumped into the author at *Warfare 2023*. These new Napoleonic rules utilise the same simple and easy to



use Control and Morale Test mechanisms as the well proven *King of the Battlefield* set: Eighteenth Century wargame rules which were themselves first published in 2003 but Mr Godwin emphasises that 'Emperor' isn't just a 'retread'...

Nicely produced in full colour at a little over 70 pages *Emperor of the Battlefield* has an excellent and practical, lay-flat wire/comb binding which makes it very easy to use and that's helped by a couple of play sheets at the rear. Printed on good quality paper, it's priced at £25 per copy.



There's a 'play aid' called the *Emperor's Widget* (and you thought it had been removed at the autopsy...) which covers firing angles and more. It's drawn at the rear of the book and you can copy it out or you can purchase one for £5 in green Perspex at "Classic Scale " or "Grand Scale " in MDF. Postage and packing within the UK for the rules is £3.75.

What are the rules like? Control and Morale are the main thrust of the set with an alternate bound sequence and they aim to give you a big game that finishes in a single evening. There's an optional orders section and historical tactics are strongly emphasised. You'll need d6, d8 and d10 dice, preferably delineated in the colours of red, white and blue (of course!) plus a measuring tape and some coloured markers of a couple of different types to mark states of play. The game is aimed at 15mm models but they are flexible and the rules cover everything you'll need to play one off games. They are very nicely illustrated.

Purchases can be made via **PayPal** directly from the website or via ian@emperorofthebattlefield.com.



FALLOUT

► modiphius.net

► £15 – £35

Modiphius Entertainment have released a new batch of SF resin models for their *Fallout Range*. As almost always, the models are cast as kits in high quality grey resin with individual sculpted bases and all are superbly detailed and very proportionate whilst being roughly 32mm tall. Well, except for a couple...

First up we have *N.I.R.A* (£15). Part of the latest 'Nuka World' wave release (as these all are) this is an animated, cola bottle: N.I.R.A is the last (arguably) non-violent Protectron robot in Nuka-World but can be anything you want for your characters to deal with.

Next in the same release wave are *Raider's: Operators Bosses*. At £25 for the box of three the Operators are well organised. They are a Brother-sister team of *Mags* and *William Black* whilst *Lizzie Wyath* lurks in the background brewing all sorts of chemical concoctions...

Park Personalities (£30 for three in the box) and they are *Cito*; *Oswald the Outrageous*, and *Sierra Petrovita*. They appear to be denizens of a theme park with an android (possibly) in a top hat, a strongman with a hammer and a woman with fancy goggles.

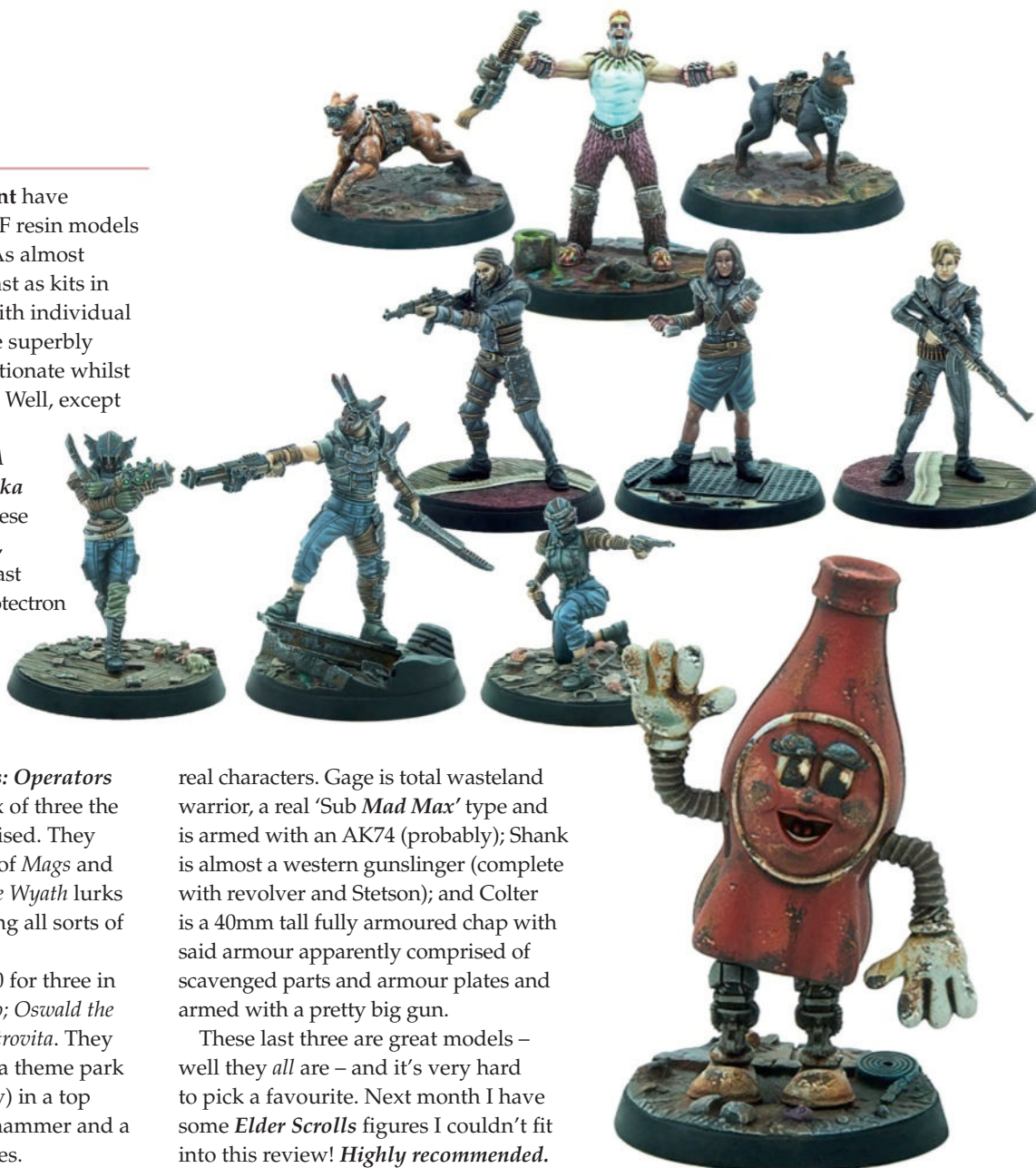
Then there's *Raider's: Pack Top Dogs* (£25). This is a gun toting chap called *Mason*: "the biggest, strongest, and least predictable member of the Pack" plus his two technically equipped hounds. Mason looks pretty wild and the two different dogs are really well detailed – especially their strapped-on gear.

The *Raider's: Disciples Leaders* are £25. *Nisha*; *Dixie* and *Savoy* are all double armed with a gun and an edged weapon. All have elaborate helmets and a degree of body armour and *Nisha* (I think!) is standing on a girder on the sculpted base in a particularly dominating pose.

Lastly there are the *Raider's: Overlords*. This box is £35 for three though one of them is pretty large... *Colter*, *Porter Gage* and *Shank* are a trio of

real characters. *Gage* is total wasteland warrior, a real 'Sub *Mad Max*' type and is armed with an AK74 (probably); *Shank* is almost a western gunslinger (complete with revolver and Stetson); and *Colter* is a 40mm tall fully armoured chap with said armour apparently comprised of scavenged parts and armour plates and armed with a pretty big gun.

These last three are great models – well they *all* are – and it's very hard to pick a favourite. Next month I have some *Elder Scrolls* figures I couldn't fit into this review! **Highly recommended.**



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COMMAND DECISION

SARATOGA

The Saratoga a Campaign in Up-State New York, Fall 1777 Words and pictures by **Jon Sutherland**

SETTING THE SCENE

The American War of Independence, or the American Revolutionary War, broke out between Britain and her thirteen American colonies in 1775. After two years of bitter conflict, it was the defeat of Burgoyne's British army following the battles of the Saratoga Campaign that would finally tip the balance in favour of the rebels. France openly entered the war and two French allies – Spain and the Dutch Republic – also went to war with Britain.

LEAD UP TO BATTLE

The Saratoga Campaign aimed to capture the corridor between Lake Champlain and the Hudson River. If this was achieved, New England would be cut off from the rest of the American colonies. The campaign

LEFT
This is the "Hessian" redoubt from the rear looking out towards Rebel lines.

was launched from Quebec, which had formerly been under threat by the Continental Army. Burgoyne could muster around 10,000 troops. His main force aimed to strike towards Albany. A smaller force was to march down the Mohawk River valley and then link up with him at Albany. The invasion got underway in June and within the month (6 July) Fort Ticonderoga had been captured.

There was a setback at the Battle of Bennington on 16 August when 2,000 New Hampshire and Massachusetts militiamen, commanded by Stark and supported by other units, defeated a portion of Burgoyne's army on a raiding mission. Meanwhile, the smaller force was moving down the Mohawk River valley. They managed to ambush militiamen and their woodland Indian allies at the Battle of Oriskany (6 August). However American



BELOW
The table layout
(with some
poetic license)
representing
the battlefield.

reinforcements, under Arnold, forced the British column to pull back towards Quebec.

Burgoyne was in a difficult position: he was short on supplies and down to around 6,000 men. Despite this, he was determined to press on. The Battle of Stillwater (a.k.a. Freeman's Farm) is also known as the first battle of Saratoga, and it came about as a result of Burgoyne trying to outflank Gates' army, which had dug in south of Saratoga, in New York State.

WARGAMING STILLWATER

This battle, like most of the engagements in the American Revolution, is ideal for wargaming, as the amount of troops involved is not particularly high, so you can opt for fairly low figure to man ratios. You can begin the game with Burgoyne, his British regulars, and the Hessians occupying both of the towns. The Continentals are formed up ready to launch their attack on Stillwater.

This particular battle can develop in a number of different ways. The bulk of the fighting is likely to take place in fairly difficult, wooded terrain, with troops largely deploying in loose order unless the opportunity arises for them to form up. The result of the actual battle was a costly (particularly for Burgoyne) stalemate. The day would probably have been lost had Riedesel's Hessians not arrived. The key to re-fighting this battle is to split the British into three columns and to push elements of the Continental Army forward, having a workable mechanism to release American reinforcements.

For rules, *Warlord's Black Powder* should do a pretty good job as a set, but there are a number

of specific American War of Independence sets to choose from including *British Grenadier*, *Peter Pig's Washington's Army* and you can't do much better with the freebie: fifeanddrum-minis.com/rules--articles.html.

OUR REFIGT OF THE BATTLE

Our version of this battle shows the towns of Saratoga and Stillwater. The gap between them represents fourteen or so miles of fairly well-wooded ground and a river valley. For practical purposes, units in column should be restricted to moving on the roads and tracks. Keeping cohesive lines moving in the terrain will also prove to be problematic. Hence, the majority of strategic movement will probably be in loose order.

The British front line should begin anchored to the north of Mill Creek. The creek should not present too much of an obstacle. You should slow down movement whilst crossing the creek and not allow artillery across, except via the bridge. In fact there were two bridges, but one was considerably further east. The areas to the southeast and northwest of the table are particularly heavily wooded. The rest of the table has scattered woodland. In our recreation of the battle, a certain amount of field defences have been allowed, along with a representation of the Hessian manned fort.

COMMANDING FORCES IN THE AWI

In our game we allowed the main British force to be in defensive positions around Stillwater to simulate their forward positions to attack Bemis Heights. More troops were moving up. Once the creek had been crossed by the rebels, further Continental troops were released to attack the flank of the British army. Towards the end of the battle, Riedesel's Hessians were allowed to enter the table to tackle the Continental reinforcements.





ABOVE
This is the first push on the uncontested river crossing.

The British regulars and the Hessians were consummate exponents of battles that required good drill and the ability to engage in fire fights on open ground. Washington and the rebels quickly learned that they had little chance in such situations.

Stillwater is a great example that the battles of the American War of Independence were more to do with *manoeuvre* than *fighting ability*. Perhaps one of the most significant aspects of the war was the development of light infantry. In fact, in this particular battle light infantry companies were stripped out of regiments and formed into cohesive battalions so that they could operate to offset the inherent skirmish abilities of the rebels.

Stillwater – and, in fact, the whole Saratoga campaign – took place in terrain that was difficult for traditional British tactics. The rebels made great use of their frontiersmen, who would use irregular tactics to counteract British tactical superiority.

The Continental Army was trained to fight using the linear tactics that were in vogue in Europe. They did not perform that well in this regard. In fact, many had an entirely different view on how to fight. The rebels preferred to operate as individuals and not to use close formations. They would make use of cover. They were not concerned too much about having to fall back if hard-pressed. Sometimes, however, this free form of fighting would cause panic and a rout would ensue.

Many of the men fighting the British would have had extensive experience with Indian warfare. They were woodsmen, and they were good shots. They were not keen on hand-to-hand fighting, whereas the British would often deliver the final blow with a bayonet charge.

Washington was very keen to take advantage of the fact that there were good riflemen available to him. These men could deliver a good rate of fire and they could reload on the run. They were excellent for skirmishing and scouting. The downside was that they often lacked bayonets. Undoubtedly, the tactics used by the British during the war and the tactics they witnessed being used by the rebels were the blueprints for the British light infantry that would perform so well in the Peninsular War.

RUNNING THE GAME

The **Americans'** orders are fairly straightforward. They need to cut the lines of communication between the two settlements. This objective will effectively stop reinforcements from reaching Burgoyne's men. A second American force was positioned so that it was 4 turns move away from Saratoga.

- The **main assault** against Stillwater should be launched by Arnold. These troops should be deployed just to the south of the creek, with the objective of storming Stillwater.

- The right wing**, under Gates, should be held back and only released if one of the following two conditions applies. First, two formed rebel units have managed to breach the Stillwater defences. Alternatively, if there is no intact rebel unit to the north of the creek by the end of **turn 6**.
- From turn 2**, begin the countdown for the arrival – on the table’s edge at the end of **turn 6** – of the centre of the American army. These troops have the objective of overcoming Saratoga.
- On turn 8**, Riedesel’s force can arrive at the far end of the table, with the objective of preventing the rebels from taking Saratoga.

For the **British**, the defensive line in Stillwater should consist of Hamilton’s force with Fraser’s **right wing** to the west of Stillwater. Burgoyne and his troops should be placed in Saratoga.

In terms of **victory and defeat**, the **British** score a **strategic victory** if they are able to defeat and rout the rebel left and right wings, whilst holding onto Stillwater and Saratoga. They will win a **tactical victory** if they manage to break one of the wings or centre of the rebel army and still hold Saratoga.

The **rebels** will win a **strategic victory** if they manage to take both settlements. They will win a **tactical victory** by routing two of the four British columns.

TROOPS NEEDED

The actual sizes of the units will depend on your figure scale and rules.

BELOW, TOP TO BOTTOM

As the Rebel regiments clear the more awkward terrain they are able to form up in lines for the attack.

Some continental skirmishers clear hastily defences under fire.

A British Grenadier company takes up position alongside the artillery with their flank and rear covered by other regimental companies.

FACT CHECK: THE BATTLE ITSELF

In order to succeed in the campaign, Burgoyne needed to either decisively defeat the rebels or find winter quarters that could easily be defended. It was in Burgoyne’s nature to choose to go forward, with the intention of wintering in Albany. The Continental Army was encamped south of Stillwater when Gates assumed command on 19 August.

On 7 September Gates moved the army to the north of Stillwater, about ten miles south of Saratoga. The position was called Bemis Heights. Burgoyne, meanwhile, was advancing south and the lead elements of his army reached a point about four miles to the north of Saratoga on 18 September. Gates undoubtedly intended to fight a defensive battle based



BRITISH	AMERICAN
Right Wing (Fraser) Grenadier companies from 9th, 20th, 21st, 24th, 29th, 31st, 34th, 47th, 53rd, and 62nd Foot (Accland) Light companies from 9th, 20th, 21st, 24th, 29th, 31st, 34th, 47th, 53rd and 62nd Foot (Balcarres) 24th Foot Breyman's Jägers Indians (500) and Canadians (300) Artillery Brigade of eight cannon (6- and 3-pounders)	Right Wing (Gates) Brigadier Glover's Continental Brigade (1st, 4th, 13th and 14th Massachusetts, the 2nd and 17th, Albany County New York Militia and the Dutchess & Ulster County Regiment, New York Militia). Colonel Nixon's Continentals (3rd, 5th, 6th and 7th Massachusetts). Brigadier Paterson's Continental Brigade (10th, 11th, 12th and 14th Massachusetts, the 1st South Berkshire Maryland Militia and the 3rd York Maryland Militia).
Centre (Hamilton) 9th, 20th, 21st and 62nd Foot Artillery Brigade of six cannon (6- and 3-pounders) commanded by Captain Jones	Centre Brigadier Learned's Continental Brigade (2nd, 8th and 9th Massachusetts and the 1st Canadians). Poor's Brigade (1st, 2nd and 3rd New Hampshire, the 2nd and 4th New York and the 1st and 2nd Connecticut Militia).
Left Wing (Phillips & Riedesel) Riedesel's Regiment, Specht's Regiment, Rhetz' Regiment Captain Pausch's Hesse Hanau Company of artillery	Left Wing (Arnold) Warner had command of the Green Mountain Boys (Warner's Continental Regiment), the 1st, 2nd, 3rd, 4th and 5th Massachusetts Militia. Broeck commanded the 1st, 3rd, 4th, 5th, 6th, 7th, 8th, 9th, 10th and 11th Albany Country New York Militia. Fellows commanded the 12th, 13th, 14th and 16th Albany Country New York Militia.
Rear (Burgoyne) 47th Foot, Hesse Hanau Infantry, Prinz Ludwig Dragoons, King's Loyal Americans, Queen's Loyal Rangers	Independent commands included Stark and Whipple's New Hampshire Militia, Vermont Militia under the command of Bailey, Massachusetts Militia under Brickett, and Connecticut Militia under Wolcott Independent Continental Artillery battalion (22 guns) 2nd Continental Light Dragoons 2nd Connecticut Light Horse



COMMAND DECISION



around the defensive works on Bemis Heights. But British moves indicated that on 19 September there were three distinct columns on the move.

Riedesel and his troops were on the left, closest to the Hudson River.

In the centre was a concentration of troops under Hamilton, which were clearly going to make an attempt on the Heights. However it was the right wing of the British army that gave Gates the greatest concern. These light infantry and grenadiers, commanded by Fraser, clearly aimed to use the heavily-wooded area to flank the American positions. With great reluctance, Gates allowed Arnold and Morgan to advance and take advantage of the difficult terrain to break up the British columns.

Morgan's men soon engaged the lead units of Hamilton's column. Then Fraser arrived and Morgan's left was shattered. On learning the news, Gates began to send more regiments piecemeal to support the effort.

The battle seems to have ebbed and flowed in phases. There were intense fire fights and then either side would fall back and regroup. At around 1500hrs Burgoyne received a request for instructions from Riedesel. Burgoyne ordered him to leave as few men as possible to guard their supply train and join the battle. As Riedesel's men began to engage, more American

units had to be pushed forward to plug the gaps. It was fortunate that by this stage dusk was falling and the Americans were able to pull back towards Bemis Heights. Had there been another hour or so of daylight then it could have ended in disaster for them.

Although the British were in control of the field, their casualties were *twice* those of the Americans. Burgoyne's position, however, was deteriorating. He was short on men, food and ammunition, but he refused to fall back. On 7 October he attempted to force Bemis Heights. By this stage he was seriously outnumbered and lost around 400 men over the course of an hour. The Americans were then able to launch their own attack, which successfully drove the British from their defensive positions.

Burgoyne was now outnumbered by more than three to one and was forced to come to terms when he found himself surrounded at Saratoga on 13 October. Four days later he surrendered his army. ■



ABOVE

An overhead shot of the whole British line under serious and sustained pressure at the height of the fight.

ABOVE RIGHT

Sheer weight of numbers and determination forces back the dwindling numbers of British regulars.

RIGHT

The fighting is especially hot on the British left as sustained pressure begins to tell.



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REDS, WHITES & BLOOD RED SNOW



REDS, WHITES & BLOOD RED SNOW

Gaming the Russian Civil War: Part 2

Words by **Chris Swan**. Photos by **the Editor** & **Ian Colwill**

INTRODUCTION

In part 1 I looked at the background of the Russian Civil War and the forces involved in fighting it. In this part I will look at how to recreate the combat on the table top with some special rules, some sample forces and a scenario.

I have written these with my own rule set, *Beyond the Empire*, in mind. These use ten-sided dice, D10s, for outcomes but I have also added D6 outcomes to the new rules so readers will be able to adapt these to whatever rule set they prefer. You can also use my suggested force lists as examples when building your own forces.

EXTRA PERIOD RULES

The following new rules are designed to add flavour to some of the more unique aspects of this conflict.

TANK TERROR

Given the reported fear that troops had for such vehicles players may want to adopt the following rule

ABOVE
The Women's
Death Battalion
advance.

in games where either side has a mobile Tank in their force.

Tanks are classed as a *Fearsome* weapon so any enemy unit must take an immediate Courage Test if charged, shot at or attacked by a Tank.

LET THE COMMITTEE DECIDE /MUTINOUS

Some units on both sides were prone to debating their orders or even refusing them if they felt that they were not within the spirit of their cause. This also applied where units were suffering from a lack of supplies or were ordered to leave the area from which they had been conscripted. This even stretched to some interventionist units, such as some British troops in Murmansk and Archangel demanding to be sent home whilst some of the French units in Odessa refused their orders.

If players want to reflect this uncertainty in their games, then use the following rule:

Once the two forces have been deployed each player nominates 1 enemy unit which might be unreliable and prone to refusing orders.



On that unit's first turn roll 1D10 (or 1D6 if the rule set uses them) to see how they respond (see below)

USING A D10	DICE SCORE 1	DICE SCORE 2 TO 4	DICE SCORE 5 TO 9	DICE SCORE 10
USING A D6 SYSTEM	DICE SCORE 1	DICE SCORE 2 OR 3	DICE SCORE 4 OR 5	DICE SCORE 6
Reason for Test	The Committee Says No!	We are still debating!	The Orders support the Cause!	The Orders advance the Cause!
Unit's Reliability	They decide to take no part in the engagement but will defend themselves if attacked	Refuse to accept any orders on this turn Roll again next turn.	Will obey the orders You may now issue orders and test for their implementation	Inspired, their commitment is assured Will automatically pass the first Courage Test they have to take

LOOTING

Some units were prone to looting either due to greed or simply to resupply themselves to get better weapons, clothes or even foot wear. If you want to adopt such practices then use the following rule:

If the unit kills a Leader or shatters an enemy unit, it must test to see what it does.

Roll their Order Dice (or 1D6) to see what happens:



LEFT

Tribal allies and their machine gun defend the ruined Dacha.

REASON FOR TEST	DICE SCORE 1	DICE SCORE 2 TO 4	DICE SCORE 5 TO 9	DICE SCORE 10
USING A D6 SYSTEM	DICE SCORE 1	DICE SCORE 2 OR 3	DICE SCORE 4 OR 5	DICE SCORE 6
Looting	Plenty of Pickings! Takes 1 turn to loot their victims before withdrawing to their camp to celebrate Only the Overall Leader may attempt to stop them by joining them and then passing a command test.	We need Loot! Seeks loot for this turn Test next turn	We have enough! Stops looting and can Test for orders	On the next victims Completes looting and may perform another action this turn but rolls 2D10 and takes the highest for this turn only due to its increased confidence

BELOW

A close up of the Turcomen cavalry.

DESERTERS AND TRAITORS TO THE CAUSE

Throughout the civil war there were many reports of units changing sides either prior to or after an engagement. In some cases this was because their officers led them over to the other side, in others the men decided to 'vote' with their feet and join the cause which they truly supported. One British military adviser reported that in his sector 80% of the conscripts deserted to join the Bolsheviks taking their newly issued British uniforms and equipment with them.

If you want to include the possibility of such issues in your games then use the following rules.

Once both sides have deployed into their battle lines, each player nominates 1 enemy unit or crew-served weapon and states that they are 'Potentially Unreliable'.

The player whose unit has been nominated then rolls the unit's order dice (or 1D6) to test their loyalty. Check on the following chart:



REASON FOR TEST	DICE SCORE 1	DICE SCORE 2 TO 4	DICE SCORE 5 TO 9	DICE SCORE 10
USING A D6 SYSTEM	DICE SCORE 1	DICE SCORE 2 OR 3	DICE SCORE 4 OR 5	DICE SCORE 6
Treachery Test	Treason! Roll again 1D10/1D6 1 to 4 on a D10 OR 1 or 2 on a D6 The unit changes sides and are placed in the enemy battle line OR 5+/3+ the unit leaves the Battlefield	Questionable Loyalty Refuses to accept any orders this turn Roll again on their next turn.	Committed Will obey their orders	Truly Committed! Very loyal so will obey their orders and may reroll any failed Courage Test they have to take



REDS, WHITES & BLOOD RED SNOW



ABOVE
A close up of the tribal allies.

RIGHT
A close up of the Red's cavalry.

SUPPLY PROBLEMS

Given that some forces had poor access to supplies whilst others had secure supply lines this sometimes had an impact on their combat capability. If you want to include such issues in your games then use the following rules.

Before the sides have deployed into their battle lines, each player tests for each unit or crew served weapon or vehicle to see how poorly or well supplied they are. Roll 1D10 (or 1D6) and check on the following chart:



REASON FOR TEST USING A D6 SYSTEM	DICE SCORE 1 DICE SCORE 1	DICE SCORE 2 TO 4 DICE SCORE 2 OR 3	DICE SCORE 5 TO 9 DICE SCORE 4 OR 5	DICE SCORE 10 DICE SCORE 6
Supply Test	Very few supplies! Only has one reload available for the whole engagement	Poorly Supplied Only has ½D10 reloads available for the whole engagement	Has Supplies Can reload as normal for the whole engagement	Well Supplied Can reload as normal for the whole engagement. In addition if they roll a 1 when testing to reload they may reroll their dice but must keep the second outcome.

NEW GENERIC FORCES FOR RCW

Beyond the Empire covers a range of conflicts which occurred between 1919 and 1939 such as those in Central Asia, the Far East, North Africa and Spain. As a result, it contains 19 different forces for use with the rules but only two specifically for use in the Russian Civil War.

The rules allow players to adapt their forces by adding or subtracting traits and skills from the basic troop profiles, but I thought it would be helpful to readers if I created some new force lists specifically aimed at the variety of forces in the Russian Civil War. Again these are my suggestions for typical small forces for the war and players should feel free to amend them to fit their own vision of the conflict.

A PRE-1919 RED/REVOLUTIONARY FORCE

A Leader with the Disciplinarian OR Inspirational Trait

1 Unit of Revolutionary Cavalry

1 Unit of Veteran Infantry (Latvians)

1 Unit of Revolutionary Infantry (Chinese) or 1 Unit of Sailors with the Highly Motivated Trait

1 Unit of Revolutionary Infantry (Motivated Volunteers)

1 Artillery Piece or 1 Machine Gun team

A POST-1919 RED/REVOLUTIONARY FORCE

A Leader with the Disciplinarian Trait

1 Unit of Elite Revolutionary Cavalry

1 Unit of Veteran Infantry (Latvians) or 1 Unit of Revolutionary Cavalry

1 Unit of Revolutionary Cavalry or 1 Unit of Revolutionary Infantry (Chinese or Motivated Volunteers) or 1 Unit of Sailors

1 Unit of Poor Quality or Raw Infantry (Conscripts)

1 Artillery Piece or 1 Machine Gun team or 1 Armoured Car or 1 Attack Plane

NB: The force may choose 1 Armoured Train which takes the place of 2 units or may swap 2 units for a captured Tank armed with 2 side-mounted Light Artillery Pieces

A POST-1919 RED/REVOLUTIONARY CAVALRY FORCE

A Leader with the Disciplinarian or Leader of Men Trait

1 Unit of Elite Revolutionary Cavalry

2 Units of Revolutionary Cavalry

1 Unit of Revolutionary Cavalry or 1 Machine Gun team in a Tchanka

1 Unit of Revolutionary Cavalry or 1 Machine Gun team in a Tchanka or 1 light artillery piece with a team of horses

A WHITE/COUNTER REVOLUTIONARY FORCE

A Leader with the Inspirational or Disciplinarian or Leader of Men Trait

1 Unit of Elite Revolutionary Cavalry

1 Unit of Veteran Infantry (Officer Battalions or Colourful Battalions)

1 Unit of Revolutionary Cavalry or 1 Unit of Revolutionary Infantry (Motivated Volunteers) or 1 Unit of Tribal Cavalry (either ethnic allies or less well equipped volunteers)

1 Unit of Poor Quality or Raw Infantry (Conscripts) or 1 Unit of Tribal Infantry (either ethnic allies or less well equipped volunteers)

1 Artillery Piece or 1 Machine Gun team or 1 Armoured Car or 1 Attack Plane

NB: The force may chose 1 Armoured Train which takes the place of 2 units or may swap 2 units for a Tank armed with 2 side-mounted Light Artillery Pieces

A COSSACK FORCE

A Leader with Fearsome Reputation Trait

1 Unit of Elite Revolutionary Cavalry

2 Units of Revolutionary Cavalry

1 Unit of Tribal Cavalry

1 Unit of Tribal Cavalry or 1 Machine Gun team in a Tchanka

A UKRAINIAN ANARCHIST FORCE

A Leader with the Fearsome Reputation or Inspirational Trait

1 Unit of Revolutionary Cavalry (Well equipped and aggressive fighters)

1 Unit of Revolutionary Infantry (Well equipped fighters)

1 Unit of Tribal Infantry (Untrained but enthusiastic volunteers with mixed firearms)

1 Unit of Tribal Infantry (Untrained but enthusiastic volunteers with mixed firearms) or 1 Unit of Tribal Cavalry (Mounted Volunteers)

1 Unit of Tribal Cavalry (Mounted Volunteers) or 1 Machine Gun team in a Tchanka



A GREENS OR KULAK PEASANT REBEL FORCE

A Leader with the Fearsome Reputation or Over Confident Trait

1 Unit of Revolutionary Infantry (Well equipped rebels/deserters)

1 Unit of Tribal Infantry (Untrained but enthusiastic rebels with mixed firearms)

1 Unit of Tribal Cavalry (Mounted Rebels)

2 Units of Armed Mobs with the Mob Trait removed (Vey Angry Peasants!)

A BRITISH INTERVENTIONIST FORCE

An Officer with the Leader of Men Trait

1 Unit of Veteran Infantry (Regulars or Royal Marines)

1 Unit of Infantry (Less experienced regulars) or European Trained Infantry (Indian Troops) or 1 unit of sailors (Naval Landing Party)

1 Unit of Infantry (Less experienced regulars) or European Trained Infantry (Indian Troops)

1 Machine Gun team or Light Machine gun team

1 Artillery Piece or 1 Armoured Car or 1 Attack Plane

NB: May swap 2 units for a Tank armed with 2 side-mounted Light Artillery Pieces

ABOVE
The Red infantry advance.



REDS, WHITES & BLOOD RED SNOW



OTHER INTERVENTIONIST FORCES

- An Officer with the Leader of Men Trait
- 1 Unit of Veteran Infantry (Regulars or Marines)
- 1 Unit of Infantry (Less experienced regulars) or 1 Unit of Cavalry if Japanese
- 1 Unit of Infantry (Less experienced regulars) or 1 unit of sailors (Naval Landing Party)
- 1 Unit of Raw or Inexperienced Infantry (poorly motivated or poorly trained infantry)
- 1 Machine Gun team or Light Machine gun team or 1 Artillery Piece

A BALTIC STATES INDEPENDENCE FORCE

- An Officer with the Leader of Men Trait
- 1 Unit of Cavalry (Formerly part of the Russian or German Army)
- 1 Unit of Veteran Infantry (Formerly part of the Russian or German Army)
- 1 Unit of Revolutionary Cavalry or 1 Unit of Revolutionary Infantry (Well equipped highly motivated volunteers)
- 1 Unit of Tribal Infantry (Untrained but enthusiastic volunteers with mixed firearms)
- 1 Artillery Piece or 1 Machine Gun team or 1 Armoured Car or 1 Attack Plane

EXTRA TACTICAL CARDS

Beyond the Empire gives players the option to use tactical cards to help their own units or hinder those of their opponent. These are quite generic but I thought it would be fun to have some specifically for the Russian Civil War and created nine new ones, which are available to download from the magazine's website.

BLOOD RED SNOW: RCW SCENARIO

The following scenario reflects a typical engagement with small forces - if possible players should set it in a snow covered landscape (a white sheet works wonders) with icicles dripping from trees and the ruined farm or Dacha covered in ice and snow

THE BACKGROUND

It's the Winter of 1919 and the fledgling Bolshevik government has survived attacks from a multitude of enemies.

Its forces have driven back attacks from the North, South and East by White Russian forces and their

ABOVE

Advancing into a hail of fire and the Russian winter.



BELOW

Another close up of the Turcomen cavalry as they ride through the winter scenery.



allies, led by officers loyal to the late Tsar were endeavouring to restore the former regime. The White Army is now on the attack forcing these disloyal White forces into retreat.

Elements of the Red army advancing eastward discover that one of the white armies has stopped retreating and has placed a unit of allied Tribal fighters with a machine gun team in a ruined farm or Dacha. The Red Army soldiers must drive them off and press forward before any White Army reinforcements arrive to halt their advance in the winter snows of Eastern Russia.

Zone 1 - White's Entry Zone

Trees



**Ruined Farm House
& Outbuildings**

Zone 2

Trees

Zone 3 - Red's Entry Zone

THE TABLE

As we were using 54mm figures for this scenario we used a 8ft by 6ft table but players should feel free to adapt the size of their playing surface to match the scale they are using.

Based on a 28mm game and using a 4ft by 4ft table the playing surface should be divided into three zones

- ▶ Zone 1 is 6 inches deep and runs the width of the table – this is the White's entry zone
- ▶ Zone 2 is 36 inches deep and runs the width of the table. The area is flat with no outstanding features but has a ruined farm house with a couple of out buildings 6 inches in from where the zone joins zone 1. This covers an area roughly 18 inches wide by 12 inches deep and has a couple of low walls or fences around it. In addition each player can place up to 1 piece of bad going on the table, each of which is no larger than 6 inches in diameter and consist of trees, rocks or broken ground. Each piece can be no closer than 6 inches from another area of bad going or the farm complex.



REDS, WHITES & BLOOD RED SNOW



ABOVE
Another shot
from the show
game: the Red's
elite cavalry
charge.

- ▶ Zone 3 is 6 inches deep and runs the width of the table – this is the Red's entry zone

VICTORY CONDITIONS

- ▶ The **Reds** must destroy at least three enemy units and capture farm.
- ▶ The **Whites** must drive off the attackers causing the maximum number of casualties on the attacking Reds.

THE FORCES

The Reds

- ▶ Leader with Fearsome Reputation Trait
- ▶ 1 Unit of Elite Revolutionary Cavalry
- ▶ 1 Unit of Revolutionary Cavalry
- ▶ 2 Units of Infantry
- ▶ 2 units of Revolutionary Infantry

The Whites

- ▶ Leader with Inspirational Trait
- ▶ 2 x Units of Infantry

- ▶ 1 units of Revolutionary Infantry – Woman's Battalion
- ▶ 1 Unit of Tribal Cavalry with Lances – Cossacks or Turcomen
- ▶ 1 unit of Tribal Infantry – tribal allies
- ▶ 1 Machine gun with tribal crew

SPECIAL RULES

Initial Deployment

- ▶ The Whites begin with only the Tribal Infantry unit and the machine gun and its crew on the table within the farm complex
- ▶ The Reds begin with three units of the player's choice set up in zone 3 – NB: the Leader counts as a unit for this purpose.

Reinforcements

- ▶ At the end of phase 1 and at the end of each phase thereafter each player rolls 1D10 (or 1D6) to see what reinforcements they receive for the start of the next phase until all for their force has been deployed.



DICE SCORE	1	2 – 4	5 – 9	10
Using a D6 System	Dice Score 1	Dice Score 2 or 3	Dice Score 4 or 5	Dice Score 6
Unit Arrival	None on This Turn	1 unit but cannot be given an order	1 unit which can be given an order	2 units each of which can be given an order

If any units arrive then the player may choose which one (or more) they are and set them up in their relative deployment zone ready for the start of the new phase.
NB: the Leader counts as a unit for this purpose.

The Farm/Dacha

- Due to its ruinous state it only provides soft cover to any unit or units within its boundaries.

OUTCOME

Well we've played this scenario twice now at shows and it's honour even. In the first game the whites drove off the attacking Reds causing so many casualties they had no alternative but to withdraw. On the second occasion the Reds marshalled sufficient forces to launch a massive attack on the farm which overwhelmed its defenders, thus ensuring victory for the revolution.

AND FINALLY...

So, hopefully you'll be inspired to consider gaming this conflict given its complexity and multiple opponents.

For a previously neglected conflict it is currently well catered for in terms of figures with a whole variety available in all scales from 15mm up to 54mm.

In 28mm there are many suppliers of figures



LEFT & BELOW

If you want to do the game in 28mm these are Copplestone Castings Back of Beyond Bolsheviks (or Russian Partisans,) by North Star Military Figures. Photographed by Kevin Dallimore.





REDS, WHITES & BLOOD RED SNOW

RIGHT

The Turcomen cavalry retreat.

FAR RIGHT & BELOW

Again with 28mm options, more Copplestone Castings Back of Beyond Bolsheviks by North Star all painted by Andrew Taylor but supplied by Kevin Dallimore.



including Copplestone Castings (see this page for pictures), Brigade Games and if you want a little retro action take a look at Marks' Little Soldiers range sold via Northstar Miniatures. In addition Wargames Atlantic has also announced a set of 28mm multi-posed hard plastic World War I Russian infantry which will be perfect for the conflict.

Pre-production shots show that one head option will be wearing the 'Budenovka' making them ideal for use for both sides (after removing shoulder boards for the Reds). They have already produced a set of five figures for the Women's Death Battalion in their digital range (available from the Mini-factory for those of us who don't have a 3D printer)

IN CONCLUSION

So will the forces of the Revolution triumph or will the Counter Revolutionaries succeed in restoring their own vision of Russia – only you and the Gods of the Dice will decide. Happy Gaming! ■

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HOBBY TIPS

MISSIONARY POSITION

Making an East African Missionary Church in 28mm

Words by **Dave Tuck**. Idea, build & Photos by **Malc Johnston**

Our group were planning to start a campaign based in German East Africa, when the German Askari forces fought the WeHe tribes for over seven years. We had all the scenery boards, the river and other scenery but we were short of buildings.

Several people have shown how to make huts, and that's great: they are usually constructed from a circular tube with a conical roof either covered in simulated thatch or grass, but we

haven't seen a colonial church modelled in 28mm.

When it was finished, the building then had the base textured to match our scenic boards, and one more reason to not start our campaign had disappeared!

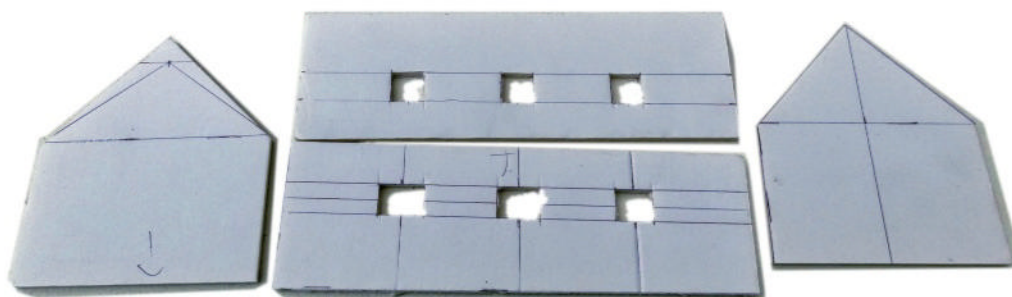
I will be writing about our campaign procedures and scope in future issues. We just need to get organised. Anyway: the build... here we go!

MATERIALS USED

- Foam board
- Model railway plastic embossed stone sheets
- **DAS** air drying clay (other brands are available)
- Craft matchsticks
- Bamboo BBQ skewers
- Teddy bear fur
- Plastic card
- Glue
- Paint
- A hot glue gun

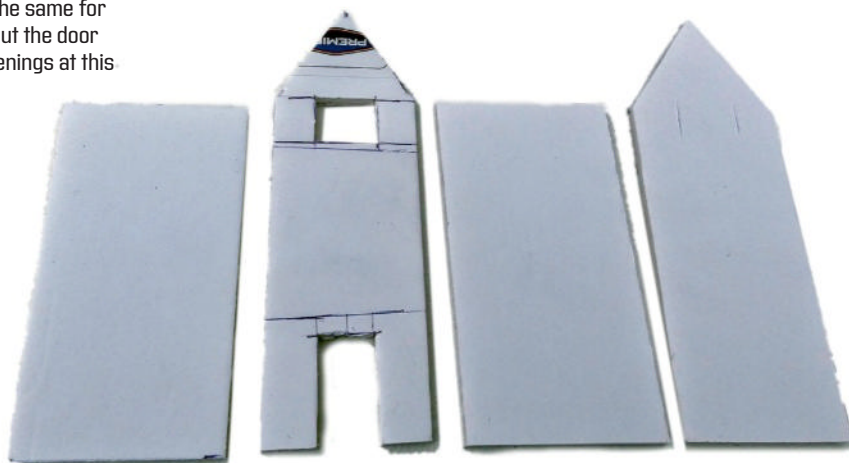
1. SHAPING UP

The first step is to cut out the basic shape of the chapel from the foam board.



2. TOWERING INTERNAL

Step two is to do the same for the tower. Cut out the door and window openings at this stage.



5. ARCHITRAVES

Step five is to construct the tower using the same process. Use craft matchsticks for the architraves.

Make sure the corner joints of the tower and building are filled and do not show.

3. TRIUMPH OF THE WILLS

Step three is to stick random patterns of the embossed plastic sheet onto areas of the foam board you want to leave exposed as wear and tear. *(This looks to me like **Wills Plastic Sheeting**: a great product. Ed.)*



6. RAISE THE ROOF

The next step is to cut an oversized piece of cardboard to cover the roof and then build the roof angle up with fitted triangles made with plastic card. A glue gun, due to its almost instant impact is useful here.

4. PLASTERING

Step four is to assemble the building and cover the walls with the air-drying clay, leaving the brick work uncovered.

Blend this in with the clay to make convincing damage. A hot glue gun makes assembly of the sections quick and easy due to its speedy drying time.



7. BRACE YOURSELVES!

Cut some bamboo to size to act as bracers.

This will also show the pattern of construction through the 'thatch' covering material, once the teddy bear fur is attached.

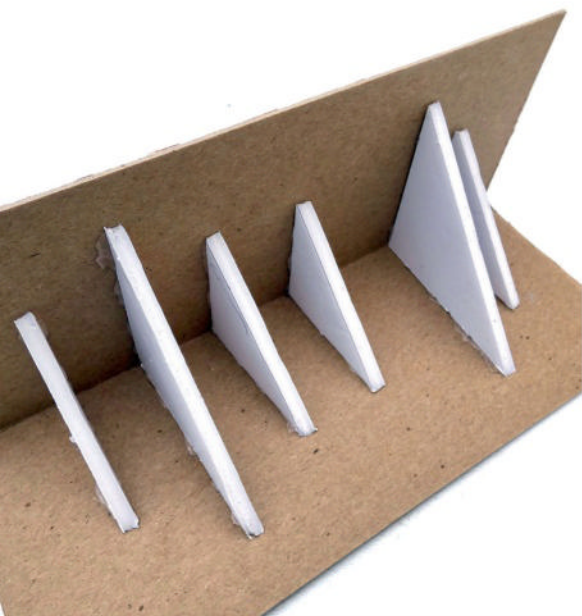


8. FURRY

The teddy bear fur can be obtained online, at a local craft shop or by recycling an old toy.

The fur was stuck on using the glue gun and when dry coated in a 50/50 PVA and water mix. This allows you to shape the fur, but... it is *messy*, so gloves are essential (and **do not** use the dining table).

Leave it somewhere overnight to dry.



9. PAINT

When everything is dry, mix another batch of PVA, water and some light brown paint.

This needs to be a bit of a stronger mix say 60/40, glue to water.

Paint this liberally all over the building. A wet paint method was used on the model, adding more white paint and cream to lighten the effect.



10. FINISHING TOUCHES

A final drybrush of off white and cream finished the model.

The door was made with cardboard and match sticks and painted and fitted. The thatch was painted in a more golden-brown shade, and dry brushed as with the walls.





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TO BOLDLY GO

Assembling a crew for the Final Frontier

Words and photos by **Chris Abbey**

INTRODUCTION

Star Trek, miniatures and gaming are three constants that have been in my life for as long as I can remember. I must admit that I did not catch the first episode when it aired in 1966 as at the time, I was only a year old and it was several years later our family got their first black and white TV, however I do remember watching Jim, Spock and Bones saving the galaxy (in black and white) from a very early age. The excitement was rekindled with the relaunch of the original crew onto the big screen followed by *The Next Generation*, *Deep Space Nine*, *Enterprise*, *Voyager*, *Picard*, *Discovery* and most recently *Strange New Worlds*. (I'm glad you didn't mention *Lower Decks*... Ed.)

The sheer depth and breadth of available material is staggering, from first contact and faltering steps into space in the shadow of global Armageddon to instantaneous travel to anywhere in the galaxy with spore drive technology. The gaming potential of this is immense, and as long as you are comfortable with

a little 'non historical' spice in your gaming life, there is really something for everyone from role playing the career of a couple of key characters, skirmish gaming some 'Away Team' missions or playing out some larger ground combat engagements to starship combat on an individual or fleet level.

At some point in my gaming life, I have enjoyed all of these options and have fond memories of the fun that I have had over the years with games including *Star Fleet Battles*, *Federation Commander*, *Star Trek Attack Wing*, *Prime Directive*, *Star Trek Adventures* and most recently *Pulp Alley* and *Combat/Star Patrol*.

In this article I'm going to show you some of the miniatures that I have put together for 'Trek' inspired gaming, many of which are simple conversions or 'kit bashes' and look at a couple of gaming scenarios that can be played using *Pulp Alley* and *Combat (Star) Patrol*, both of which are available as free PDF downloads. If the editor indulges me, subsequent scenarios and gaming resources will follow.

IDIC

'Infinite diversity, in infinite combinations (IDIC)' is the central Vulcan philosophy that celebrates the vast array of variables in the universe. It leads to the idea that anything is possible, and that in an infinite universe because something has not been discovered yet does not mean that it does not exist. With an infinite galaxy filled with 'Strange New Worlds', time travel, mirror and parallel universes I wanted to be able to represent as many different and unique peoples as possible. Just because we have not yet seen a race of humanoid hedgehogs yet, does not mean that they can not exist!!

To do this, I have used two of my own, **Sally 4th**, miniatures ranges *Albedo* and *Landing Party* combined with plastic parts from *Frostgrave*, *Stargrave* and *Wargames Atlantic*. When we first designed the *Albedo* Sci-Fi range, based on the anthropomorphic comic strip by Steve Galachi, we knew that we needed the miniatures to be multi-part, but easily assembled to offer the wide range of anthropomorphic 'critter' types. These decisions followed through to 'Landing Party' our generic Sci-Fi range. This has meant that *Albedo* and *Landing Party* parts are interchangeable and work well with *Frostgrave*, *Stargrave* and other plastic components. So: what do we have assembled?



FLEET PERSONNEL

This first group of miniatures have been built using parts from the Landing Party range. This includes male and female bodies, human and non-human heads from a number together with arms holding energy pistols and rifles, scanning equipment, engineering or medical cases and empty hands. These options alone, give hundreds of unique combinations.

The easiest way to increase the variety of crew figures is to use some plastic heads from your bits box. A while back when sorting out some miniatures for a game, I realised that humans were a very underrepresented species onboard the USS Cousteau, so I decided to put a batch of crew figures together



using some human heads from other ranges. These heads are all spares from *Frostgrave* and *Stargrave* kits. You could also use *Wargames Atlantic*, *Victrix*, *Gripping Beast* or *Perry* heads.

Felinoids (cat like humanoids) feature in *Star Trek Lower Decks* (oooh: *there we go! Ed.*). There are two cousin races in the *Star Trek* universe, the Caitian and the Kzinti. Although both races originated on the same planet, the Kzinti splintered off a long time ago to form a more warlike culture. These are easily represented by using some Landing Party bodies together with *Albedo* heads. There are three different 'base heads' in the *Albedo* range and these are available bareheaded, in combat helmets, berets, spacesuit liners and many other options. Many other anthropomorphic species could also be represented as the *Albedo* range includes dogs, foxes, badgers, otters, mice, rat and many more.

Following the IDIC philosophy, in the parallel universe of the USS Cousteau's Five Year Mission we have a female crew member from a species of the hedgehog like 'Igeloids', serving in Command Division carrying an energy rifle.





Many episodes of *Star Trek* feature either time travel or 'holodeck' adventures. The bridge crew of my own USS Cousteau, often like to use the holodeck for a little down time and its Number One, Commander Mertok, here featured in a red dress, has a particular love of 1920's Earth Pulp Fiction and Film Noire, so we often field the bridge crew in Pulp Alley/Vice Alley scenarios to reflect this.

These miniatures are based on **Pulp Figures** and **Sally 4th Classic Movie Miniatures** models with head swaps with Landing Party heads. The heads have been snipped off the one piece metal models with a pair of side snips, then filed flat and drilled with a hand drill. The metal landing party heads were also drilled with a hand drill before being attached using a small length of the metal from a paperclip as a pin to make a very secure joint.

THE KLINGONS

Friend or Foe, the Klingons have been there right from the start. Members of the Klingon Defence Force can be represented using Landing Party Starship Warriors. These are multi-part metal miniatures and include male

and female bodies, ten head variations and a selection of arms with handheld disruptive energy pistols or rifles and an assortment of single and double handed melee weapons. If you are setting your *Trek* games in an era where these warriors can serve within the federation, the heads can easily be swapped onto fleet bodies.



They are great to use for plot points but can take on a more active role. I have played several games using a crew of Ferengi Pirates and have used the above miniatures to represent them. The bodies are civilian and shipsuit bodies from the *Albedo* range, the arms are a mixture of *Albedo* and *Stargrave* plastic arms and the heads are 'Large Eared Alien' heads from the *Landing Party* range.

MARINES

For many years in my parallel gaming universe, the USS Cousteau has carried a contingent of Federation Marines for missions that required a little for firepower than the average landing party. Larger ground combat actions have been described in *Star Trek* novels and have more recently be seen on screen in *Strange New Worlds*. I have chosen the *Albedo* EDF Heavy Infantry bodies to be the foundation of these figures. It features a good heavy flak jacket and is available in standing, running and kneeling poses. The arms are also from the *Albedo* range, with the exception of the hand held scanner. The heads are all from the *Landing Party* range.





THE GORN

The Gorn, (or at least a Gorn Captain) made their debut in the Original Series, episode 18: *Arena* where Kirk is forced into a duel for a greater being's entertainment. After a brief appearance in *Enterprise*, the Gorn return as major villains in *Strange New Worlds*. I've made up a set of miniatures to represent the Gorn using *Frostgrave* Barbarian plastic bodies (this, along with *Frostgrave* Plastic Cultists, are top sets for conversions) together with plastic arms from the recent *Stargrave Scavengers* set and the *Landing Party* 'Horn' alien head. This has made a suitably brutal looking representation of the Gorn. I particularly liked the club like melee weapons of the 'Scavengers' sprue.



THE YITH

Like many gamers my interests are far ranging and one of the other genres that I very much enjoy is Pulp in general and games based on H.P. Lovecraft and the Cthulhu Mythos in particular. In the Cthulhu mythos there is a fictional species called 'The Yith' described as sapient extraterrestrial beings in '*The Shadow Out of Time*'. In the Mythos, these were the original intelligent life on earth, before the dinosaurs, and additional fiction saw them surviving extinction and intervening in human affairs through out time. This game me the inspiration for a warp capable species of 'snakemen'.

The bodies and arms are from the *Albedo* range. I wanted the Yith to contract with the Gorn, displaying a high degree of uniformity, to these ends I restricted the bodies used to the *Albedo* Shipsuit. The heads are from the *Frostgrave Ghost Archipelago Snakemen* sprues. The snakemen heads had large necks that ended in a round protrusion. I found the best way to merge them with the *Albedo* bodies was to open up the hole in the bodies with an 8mm metal bit set in a battery-operated household drill. The pieces of gold jewellery allude to there ancient origin. I have used different colours on the cuffs of there uniforms to indicate different spawnings of The Yith.



THE RHA-KHAN

The trilogy of reptilian races is completed with the Rha-Khan. These are converted from *Albedo* ILR Skirmish Infantry bodies, *Albedo* arms and *Wargames Atlantic Lizardmen* heads. In my world, the Rha-Khan are a subservient race to the Yith. Depending on when the scenario is set they can either be used as allies of the Yith, or as opponents to the Yith when they rise up to seek self-determination, requesting asylum status from the Federation.



THE ROMULANS

The Romulans have not featured too heavily in the Cousteau's mission to date, but there was a *Star Trek Adventurers* campaign that I was running last year that did call for half a dozen of them, which I converted using *Frostgrave* Cultist bodies, *Stargrave* Crew arms and *Landing Party* 'Pointy Eared Alien' heads.



PLANETARY DEFENCE FORCE

These troops have featured in countless *Star Trek* and other Sc-Fi skirmish games as Planetary Defence forces or Colonial Marines operating in a hazardous environment. All of the parts are from the *Albedo* range. The bodies are EDF Light Infantry. These come in standing, walking, running and kneeling poses with both male and female options. The heads are the separate *Albedo* spacesuit helmets.

THE UNSUNG

It's funny how a coat of black paint changes the look and feel of a model. The unsung feature as key protagonists in the 'Hells Heart' *Star Trek* novel trilogy. Underneath the high tech black environment suits and helmets, which are based on Breen technology are Klingons who have been dishonoured and manipulated into fighting back, but to be honest is a sealed suit, it could be any high tech protagonist.

Once again, all the parts are from the *Albedo* range. The bodies are *ILR* Special Assault bodies with Space Suit helmets and armed mainly with Advanced Combat Shotguns which I class as Disruptor Rifles in *Trek*.





SIMIANS

Simians in *Star Trek* are very non-cannon. Between 2014/15 there was a five-issue crossover comic published titled "*Star Trek/Planet of the Apes: The Primate Directive*", and I think that was as close as we ever got to Intelligent Simians in Star Trek, but as Spock would say, "*It is highly illogical to think it impossible for intelligent Simian life not to have evolved some where in an infinite universe...*"

These Simians have been converted from *Frostgrave* Plastic Barbarians, *Stargrave* Crew arms and Landing Party Simian heads.

HAZARDOUS ENVIRONMENT SUITS

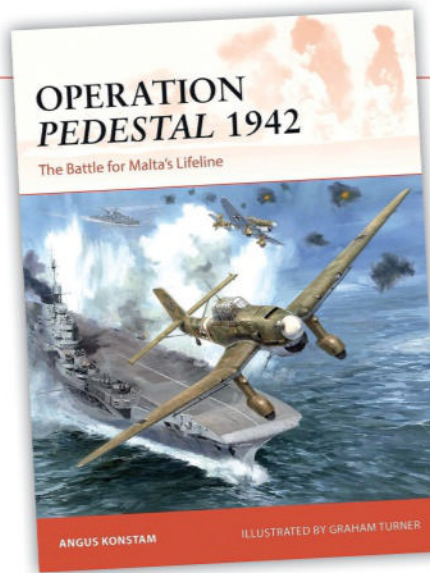
Finally, for away team mission in hazardous environments we have a set of crew figures, suited and booted. The bodies and helmets are *Albedo* Spacesuits, the arms are from the Landing Party range and include empty handed, hand held energy weapons and hand held scanners. The EV suits have been painted Red for Command Division, Blue for Science Division and Yellow for Operations Division. The figures have been mounted on **Games Workshop** style 25mm flying bases.

Many of the figures in this article are mounted on ultra-thin clear bases, and I am always asked about this. The bases are home made from Ultra-Pro Top Loader cards punched out using a 1" diameter punch purchased from **Amazon**.

I am hoping that next month (Editor willing) we will be able to follow up with a scenario and scenario resources to enable an Away Team to rescue a group of Federation scientists from an unexpected attack by The Yith.

Yes: next month Chris presents a scenario: *Venomous Power!* Set your phasers to fun! Ed. ■





OPERATION PEDESTAL 1942

- ▶ Angus Konstam
- ▶ Osprey Publishing (2023)
- ▶ £16.99
- ▶ 96 pages (softback)
- ▶ ISBN:9781472855671
- ▶ ospreypublishing.com

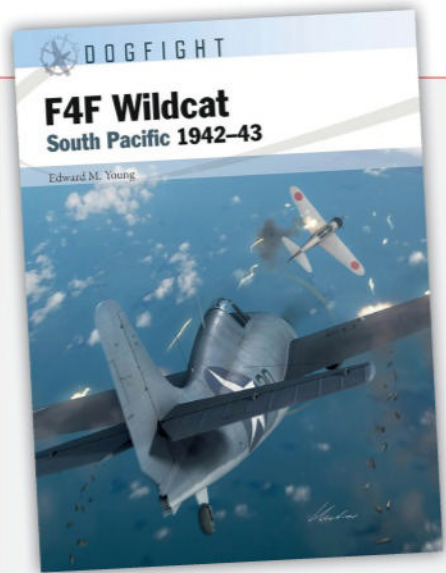
Subtitled *The Battle for Malta's Lifeline (Campaign 394)*, this is another great book from this prolific naval warfare author. It tells the story of how the Royal Navy fought a convoy through to Malta to resupply it in the face of overwhelming German and Italian air and naval power. It is an exciting story and is well told in this campaign series title.

There is a well-known format for this series where the strategic background is explained, the commanders are examined, the forces and plans detailed, and the course of events narrated. This is done well recounting the tale in a manner which provokes admiration and inspiration for the courage and bravery of the convoy forces. It provides the naval and air wargamer with ample information to develop scenarios from air and submarine attacks to E-Boat and Italian motorboat attacks; or a 'what-if' interception by Italian heavy cruisers.

As usual, the book contains great artwork, maps and photographs to illustrate this critical convoy in the survival of Malta as a British base across the supply lines of Rommel in North Africa.

This is another great title in this series and is strongly recommended to all levels of readers.

Martin S. Pike



F4F WILDCAT: SOUTH PACIFIC 1942-43

- ▶ Edward M. Young
- ▶ Osprey Publishing (2023)
- ▶ £15.99
- ▶ 80 pages (softback)
- ▶ ISBN:9781472854865
- ▶ ospreypublishing.com

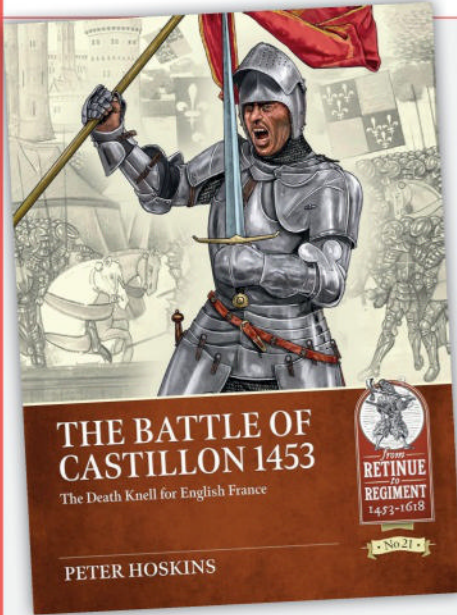
The Wildcat fighter fought across many theatres and for much of the war albeit in second line roles later in the war. However, this book is about the Wildcat fighter over Guadalcanal. The author considers this campaign to have been the high point of the Wildcat's service life. Although outclassed by the Japanese Zero, it was robust, and it was superior tactics combined with its ruggedness which defeated the Zero. The book explains all this in detail complete with personal stories of those navy and marines who flew the Wildcat fighter over Guadalcanal.

The design and development of the Wildcat is discussed together with the training of the pilots. The narrative uses oral interviews of pilots and written after action reports to illustrate the successes, limitations and tactics of the Wildcat fighters. It is complemented by good artwork, photographs of pilots and aircraft and diagrams explaining the course of selected air battles. It concentrates on vignettes rather than a chronological account of the air war over Guadalcanal providing inspiration for scenarios for air wargamers.

This is a useful book on this early Pacific war fighter and is well recommended for all readers.

Martin S. Pike





THE BATTLE OF CASTILLON 1453

- ▶ Peter Hoskins
- ▶ Helion (2023)
- ▶ £25
- ▶ 126 pages (softback)
- ▶ ISBN:9781804513562
- ▶ helion.co.uk

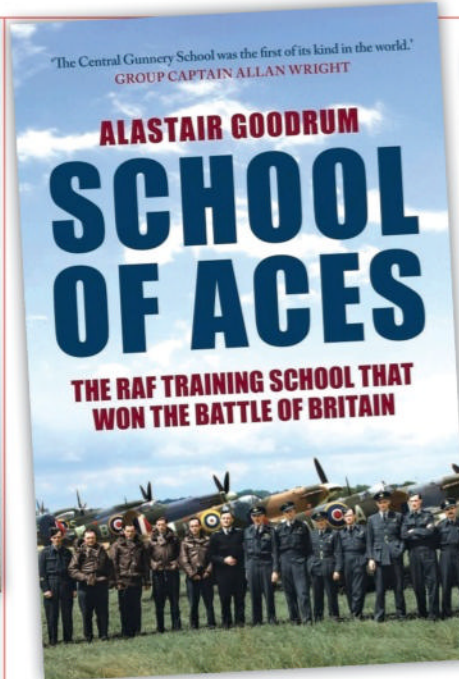
As with many books on ancient or medieval warfare, the paucity of records means that the 'battle of Castillon' only occupies about half a dozen pages in this book. However, the strength lies in the background commentary and analysis of the events of the preceding decade, which saw reorganised French armies effectively extinguish England's hopes in France.

Artillery played a major role, mainly in sieges but also at the battle itself. The author provides a chapter on the significant improvements in cannons and gunpowder that made this possible. Secondly, the French king's regularisation of the recruitment, payment and equipping of French forces led to a standing army whilst also getting rid of the marauding bands of disbanded soldiery.

Helpful maps show the expansion and contraction of English holdings in France (plus of course the battle itself), and there is a handful of colour plates of figures and shield designs.

This is a useful overall profile of the end of the Hundred Years War. Within a few years, England would have other distractions – the Wars of the Roses...

Chris Jarvis



SCHOOL OF ACES

- ▶ Alastair Goodrum
- ▶ Amberley Publishing (2023)
- ▶ £10.99
- ▶ 288 pages (softback)
- ▶ ISBN:9781398119505
- ▶ amberley-books.com

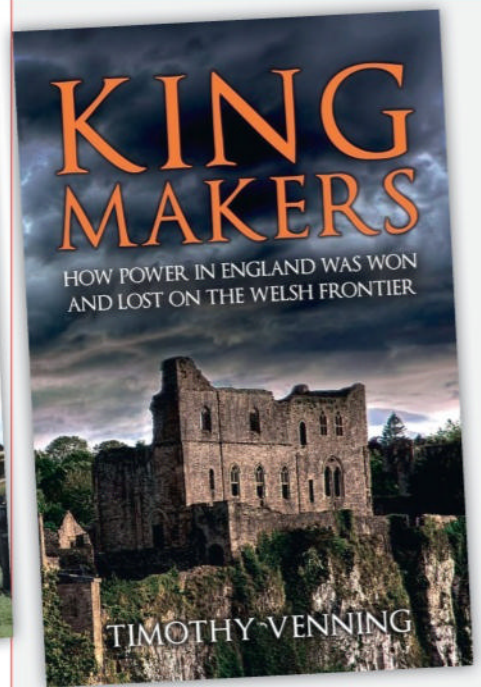
Sub-titled *The RAF training school that won the Battle of Britain*, the focus of this book is the Central Gunnery School at RAF Sutton Bridge in Lincolnshire. The sub-title is totally misleading, as the School provided advanced gunnery training for both fighter pilots and bomber airgunners, and its main contribution was probably post-1940.

In particular, bomber crews faced mock attacks (of a pretty hair-raising authenticity) by fighter pilots in a form of joint training, analysed through miles of cinefilm to draw out the lessons: aiming, optimum firing range, tactics, and so on.

The book mainly comprises accounts by aircrew, together with records of the many accidents and crashes incurred if training is to be realistic. Technical and tactical details tend to occur in periodic chunks in the book (it might have been better to group them into one chapter).

This will probably be mainly of interest to serving and ex-aircrew rather than wargamers, but is a stark reminder of the dangers faced even in training in WWII: from memory, Bomber Command lost around 15,000 aircrew in training and accidents?

Chris Jarvis



KINGMAKERS

- ▶ Timothy Venning
- ▶ Amberley Publishing (2023)
- ▶ £11.99
- ▶ 320 pages (softback)
- ▶ ISBN:9781398119499
- ▶ amberley-books.com

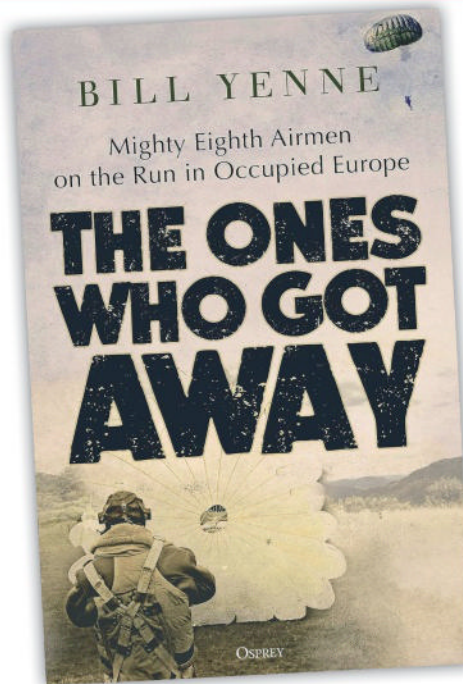
I tried – I honestly *tried* – to read this book...

On the plus side, this history of the Welsh Marcher Lords and their impact on local, regional and even national matters should appeal to someone with a deep interest in the subject, replete as it is with detailed accounts of masses of individuals.

On the debit side, for a mere mortal like me, the author covers far too many personalities and so it is easy to lose the drift. There is no map, which is lamentable for a 'regional' history. The author does not appear to like short sentences: one in the Introduction is 100 words long. Over-use of brackets and 'asides' means that you often have to read a sentence twice as you lose track of the point he is trying to make.

I loathe criticising an author for their writing style, but here – in combination with excessive detail – it renders the book virtually unreadable. This is a shame, because it is an interesting subject and he clearly knows his stuff. Disappointing.

Chris Jarvis



THE ONES WHO GOT AWAY

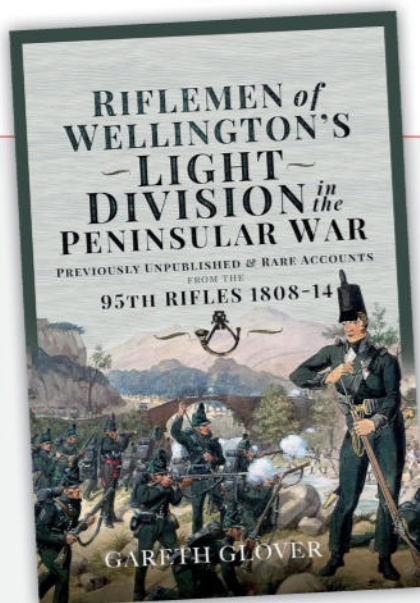
- ▶ Bill Yenne
- ▶ Osprey (2024)
- ▶ £25
- ▶ 320 pages (hardback)
- ▶ ISBN:9781472858719
- ▶ ospreypublishing.com

Around 50,000 aircrew from the US Eighth Air Force were shot down over Occupied Europe in WWII, of whom 3,000 managed to get away, aided by local Resistance networks. This is the story of some of their escapades, based primarily on around 50 selected 'Escape and Evasion' official reports.

These are fascinating accounts of persistence, bravery, and sometimes sheer luck. The French Resistance, in particular, could be of variable assistance: one airman found himself receiving constant excuses as to why it was untimely to escape, solely so that he could be employed as a chauffeur for a Maquis gang whose main interest was organised crime, looting the chateaux of those they had falsely declared as collaborators. On the other hand, Gestapo efficiency plus periodic army/police 'sweeps' meant that life was perilous, with groups having to flee to wooded or mountainous hideouts at very short notice. Individual families, if caught aiding the airmen, would often face execution.

This is an interesting story, compellingly and sympathetically told.

Chris Jarvis



RIFLEMEN OF WELLINGTON'S LIGHT DIVISION IN THE PENINSULAR WAR

- ▶ Gareth Glover and Robert Burnham
- ▶ Frontline Books (2023)
- ▶ £25.00
- ▶ 236 pages (hardback)
- ▶ ISBN:9781399087421
- ▶ frontline-books.com

This is the third of three volumes edited by Gareth Glover covering the regiments of the famous Light Division in the Peninsular War. The first was devoted to the 43rd Foot; the second to the 52nd Foot. Its subtitle, *Previously Unpublished & Rare Accounts from the 95th Rifles 1808-14*, is a fair summary of this book's contents, but some pieces by officers who were not actually in the 95th themselves have been included, as noted below.

After a short, five-page account of the service of the 95th Rifles in the Peninsula and at Waterloo, the remainder of the book is devoted to the personal accounts, most arranged by the rank of the writer, from Lieutenant Colonel Andrew Barnard to Sergeant John Lowe, the majority by First Lieutenants. The only piece by a private soldier, a letter by Robert Howarth to his father, dated September 1807, which describes the expedition to Denmark, is included despite falling outside the remit of this volume.

The accounts are of varying length and interest. Here are but three examples:

Brevet Lieutenant Colonel Amos Norcott's Observations on powder horns and magazines (by which he means the large cow horn powder flask) and suggested Improvements was dated 1816 but explains the various deficiencies of the riflemen's equipment used in the Peninsular War.

Four letters by Brevet Major Jonathan Leach describe the actions at Rolica, Vimeiro, and the Coa, and the battle of Bussaco in some detail.

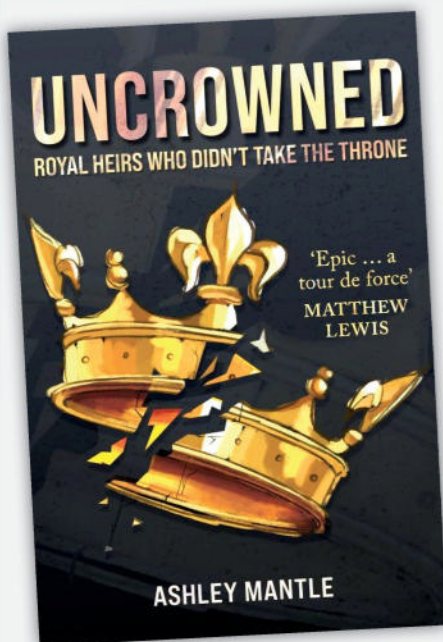
The Address of Sergeant John Lowe of the 2/95th to the Duke of Wellington in 1827 describes his service at Vimeiro, Walcheren, Ciudad Rodrigo, Badajoz and Waterloo, and his situation after the reduction of the battalion, working as a cordwainer with a wife and four children to support, having served eleven years and suffering the effects of several wounds, suggesting that 'his country might possibly have thought him not undeserving of something more than his Waterloo medal and a pension of sixpence a day.'

These are followed by a brief memoir by William Sankey, an army surgeon attached to the Rifle Brigade; letters of Brigadier General Robert Craufurd, commander of the Light Brigade, later the Light Division, from May 1809 to his death at the storming of Ciudad Rodrigo in January 1812; and the journal of Lieutenant James Shaw, 43rd Foot, ADC to Craufurd from November 1809 until his death, and then extra ADC to Major General Charles Alten, the later commander of the Light Division, from November 1812 until November 1813.

A four-page Addendum, containing extracts from five letters by Lieutenant Colonel Charles Macleod, 43rd Foot, discovered after the first volume in the series was produced, concludes the book. Eight pages of illustrations include quarter page reproductions of contemporary portraits of six of the writers; later photographs of John Molloy and Dr William Sankey; a photograph of a Baker rifle; and a reproduction of James Prinsep Beadle's famous painting, *The Rearguard*, showing General Craufurd and a detachment of the 95th Rifles on the retreat to Vigo. Two other reproductions of Richard Simkin's depictions of the Rifles at Cacabelos in 1809, and Tarbes in 1814, show them – incorrectly – wearing the 'Belgic' cap.

Those whose main interest is tabletop battles may not find much that is immediately applicable to their wargames, but collectors of memoirs will appreciate this book.

Arthur Harman



UNCROWNED

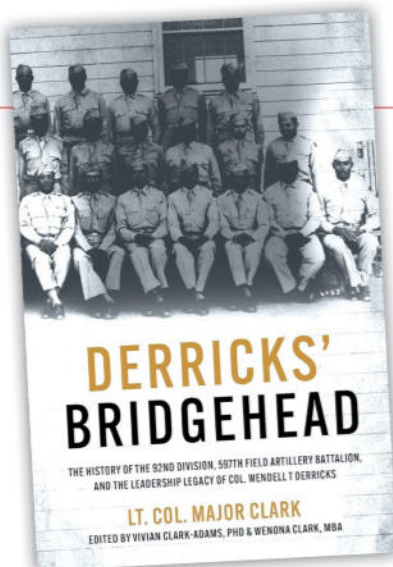
- ▶ Ashley Mantle
- ▶ Amberley Publishing (2023)
- ▶ £22.99
- ▶ 317 pages (hardback)
- ▶ ISBN:9781445696478
- ▶ amberley-books.com

This is a compendium of 25 'would-be English monarchs', from Robert II Duke of Normandy (11th Century) to Frederick Duke of York (18th Century). Each chapter has a helpful family tree, with a delightful writing style that brings to life the characters and their times. There is also useful background on the rules of succession and the role of Parliament.

Remember those wonderful tales of strife in the mythical continent of Hyboria, by Tony Bath, in which dynastic struggles played such a part? This current title is a strong reminder of how random events can have a dramatic impact, and brings out the dilemma facing the early kings – do I raise several male heirs and inflict potential civil wars upon succession, or raise one heir and see him die unexpectedly (witness Henry I's legitimate son William, who died in 'The White Ship' disaster: sound ship, drunken captain and crew, and a sole survivor out of 300 souls)? Plenty here for background for your feudal campaign.

Military detail is negligible, but this is a book of great charm.

Chris Jarvis



DERRICKS' BRIDGEHEAD

- ▶ Lt. Col. Major Clark edited by Vivian Clark-Adams and Wenona Clark
- ▶ Casemate Publishers (2023)
- ▶ £32.95
- ▶ 252 pages (hardback)
- ▶ ISBN:9781636242712
- ▶ casematepublishers.co.uk

Subtitled *The 597th Field Artillery Battalion, 92nd Division, and the Leadership Legacy of Colonel Wendell T. Derricks*, this is about an US artillery battalion. Its uniqueness was that it was manned entirely by African Americans including all the staff and command positions. This was unusual in the US army of the period where segregation in the US was commonplace, and all command and staff positions were occupied by white officers. Derricks' 'bridgehead' was to use the opportunity presented by his unit to train officers for a time when the army was integrated and to dispel the myth of racial inferiority through superior combat performance.

This book tells the story of both artillery at war (in Italy from late 1944) and the racism and prejudice practiced on black soldiers. Major (his first name!) Clark benefited from Colonel Derricks' vision, leaving the US Army as a Lieutenant Colonel from a Pentagon appointment in 1960, something unheard of in 1940 when he first joined.

Racism apart, the experience of the artillery battalion was like that of many other units and describes the limitations and constraints of artillery and its use well. The book tackles an uncomfortable subject dispassionately while setting the official combat record straight. It is strongly recommended for all readers.

Martin S. Pike



GERMAN FIELD ARTILLERY OF WORLD WAR II

- ▶ Steven Zaloga
- ▶ Osprey (2023)
- ▶ £12.99
- ▶ 48 pages (softback)
- ▶ ISBN:9781472853974
- ▶ ospreypublishing.com

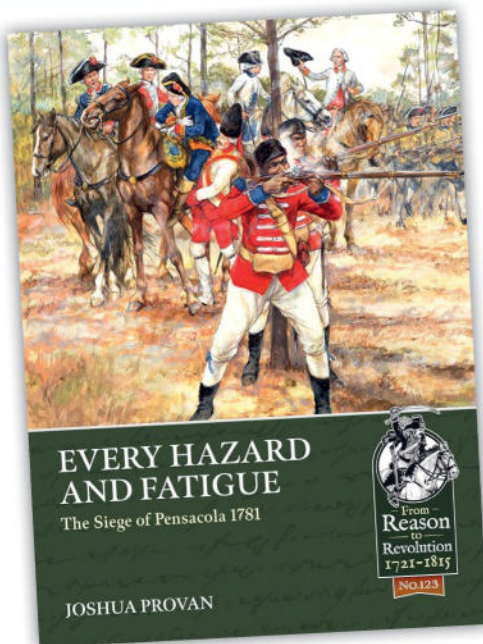
German artillery was produced in massive numbers in WWII (105mm guns alone ran to about 18,000), supplemented by around 8,000 captured field guns – even more were available, but with insufficient reserve stocks of shells.

This is a thorough evaluation of technical attributes, the production of guns (including *nebelwerfers*) and ammunition by type and year, and ammunition expenditure. Battery organisations and usage, including ammunition allocations and 'units of fire', are also covered. Throughout there are helpful photographs. A concluding chapter compares overall performance against (primarily) their Soviet counterparts.

However, proofreading seems below the usual high standard. Sometimes the '105mm' and '15cm' annotations are transposed. A paragraph on ammunition expenditure refers to 45 million rounds fired in 1943, reflecting a 'peak' in July, August and September of 10 million rounds fired but calmer before and after – curious arithmetic?

Overall though, this is a helpful guide to this important arm of the Wehrmacht and thus our wargaming, whether battlefield gaming or strategic/economic conflict.

Chris Jarvis



EVERY HAZARD & FATIGUE

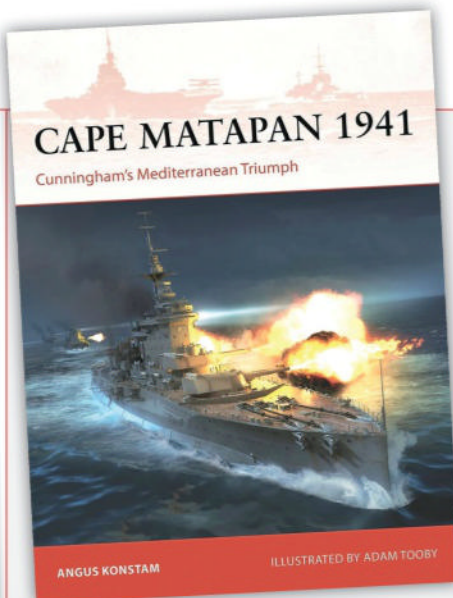
- ▶ Joshua Provan
- ▶ Helion (2023)
- ▶ £25
- ▶ 201 pages (softback)
- ▶ ISBN:9781804513422
- ▶ helion.co.uk

After a dreadful Preface and Introduction littered with poor grammar, ambiguous phrasing, and other general aspects of poor proofreading, this settles down into a thoroughly interesting account of the Spanish assault on the British-held Pensacola in Florida, in the final stages of the American War of Independence.

Two decent orders of battle provide a good wargaming framework, with around 7,500 Spanish against 2,000 British – the latter comprising a mixture of regulars, provincials, ships' companies, and Indian warbands (so no shortage of interesting troop types!). Sixteen pages of delightful full-colour plates include some Don Troiani gems; maps too are helpful, including original prints, and there are useful modern photographs that give the lie of the land. The campaign itself seems ideal for a refight on a modest budget, including amphibious aspects, and suitable for operational, tactical and skirmish wargaming.

So – please don't be put off by the initial twenty pages or so. This is a readable account of one of the lesser-known aspects of that war, with both sides facing challenges and opportunities.

Chris Jarvis



CAPE MATAPAN 1941

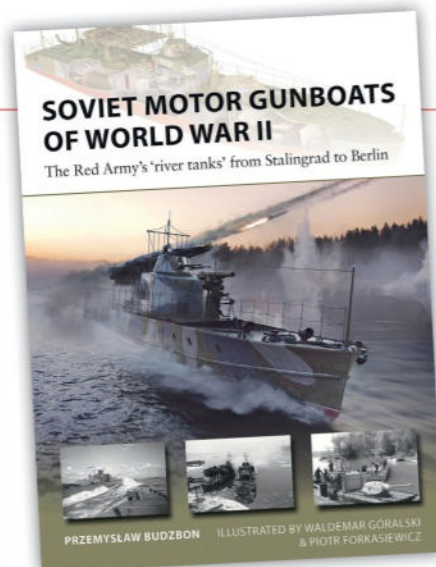
- ▶ Angus Konstam
- ▶ Osprey Publishing (2023)
- ▶ £16.99
- ▶ 96 pages (softback)
- ▶ ISBN:9781472857231
- ▶ ospreypublishing.com

This book (*subtitled Cunningham's Mediterranean Triumph: Campaign 397*) is in the standard format for a campaign book with chronology, review of some of the senior commanders, the opposing plans including a discussion on limitations on Italian freedom of action by Mussolini, and the events as they unfolded. It concludes with the impact the battle had on subsequent events.

The Battle of Cape Matapan saw the Royal Navy destroy three Italian heavy cruisers and some destroyers in a night action brought on by successful air attacks from the carrier HMS FORMIDABLE. These disabled one cruiser leading to a mistake by the Italian fleet Admiral in sending two other cruisers to assist it. It is supported by atmospheric artwork, photographs and diagrams. Sadly, there are several errors around relative bearings and position which confuse the developing operational picture but in general it is a good account of the battle. It contains sufficient information to develop realistic scenarios in both surface and air actions.

This is a well written book which describes a battle which went a long way towards preventing Italian naval interference in the withdrawal from Greece later in the year. It is recommended for all levels of readers.

Martin S. Pike



SOVIET MOTOR GUNBOATS OF WORLD WAR II

- ▶ Przemyslaw Budzbon
- ▶ Osprey Publishing (2023)
- ▶ £12.99
- ▶ 48 pages (softback)
- ▶ ISBN:9781472857217
- ▶ ospreypublishing.com

This is an unusual book and one which might give inspiration to scratch building river craft for that Soviet army! These vessels were unique to the Soviets and were small vessels mounting tank turrets or Katyusha rocket rails; a use for those spare tank turrets some kits carry. Certainly, this would give your Soviet army that distinctive look. This is a well written book on a topic which is rarely mentioned, yet these craft fought on all the rivers from the Far East to the River Oder. Many were lost but there were still two active Ukrainian vessels on the Dnieper River in 2022!

This book – subtitled *The Red Army's 'river tanks' from Stalingrad to Berlin* (New Vanguard 324) – charts the design and development of the boats from 1919 onwards and gives a little of their operational history; enough to whet the appetite for inclusion in a scenario. Containing the design specifications and replete with photographs and coloured 3D diagrams of the ships, it also features some superb atmospheric artwork of these largely unknown vessels.

The narrative makes clear how useful they were on the big rivers in Russia. The book is thoroughly recommended for all readers especially those who like something different.

Martin S. Pike

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HOBBY TIPS

KICK ASS

An Onager for Pax Bochemannica Words and images by **Tony Harwood**

I should start this particular tutorial by explaining what is 'Pax Bochemannica?' (yes please! Ed.) *Pax Bochemannica* is a heroic scale, skirmish wargame pitching Orcs of the Noman Empire (basically Orcs in Roman Legionaries' segmented armour) against the Halfling Boche (based on the various tribes of Britain around the time of Boudica). It was first launched in 2004 and then re-launched as a complete 'game in a box' with new rules and beautifully sculpted metal miniatures in 2012.

I first became associated with the game prior to launch and during the play testing period when I modelled a number of Pax Boche or SPQ.ORB themed pieces of terrain many of which have appeared in previous issues of this magazine. Later I sculpted the iconic Boche 'Splatta': basically a huge meat tenderiser on wheels which was then cast in resin and for a short period of time was available to purchase from **Maveryc Games** – see by blog dampfpanzerwagon.blogspot.com/2016/ for more details.

At the same time I sculpted this Noman Onager (or Ass) which was is a traditional Roman war machine used to hurl rocks. The Onager was also cast in resin but to my knowledge was never available to purchase. I was lucky enough to have been given one of the first (possibly the *very* first and *only* resin casting) which I have wanted to paint up for some time.

In this article – part one of a two part series – I show how I scratch built the 1/56th scale master from plastic card and **Milliput**. In part two, I

will give details of how the model was finished and painted for use with my own collection of Noman Orcs.

I would point out that although intended for the fantasy game Pax Bochemannica the Onager is a detailed scale model of a similar warmachine featured in the now out of print **Airfix Magazine Annual 6** (published in 1975 by **Patrick Stephens Ltd.**). It was detailed in that Annual over pages 68 to 76 and – in 1/56th – it could feature in any historically accurate Early Roman 28mm army.

Construction of the master was made from various thicknesses of plastic card following re-scaled plans found in the Airfix Magazine Annual. In addition to the plastic card, I kept some of the smaller details separate so they could be more easily cast in resin and fitted later. The mould was prepared and cast in resin by **Maveryc Games/Hysterical Games**. Fast forward ten years and I feel it is time that I finished and painted the limited edition resin casting that has sat patiently on my 'to-do' shelf for all of this time.

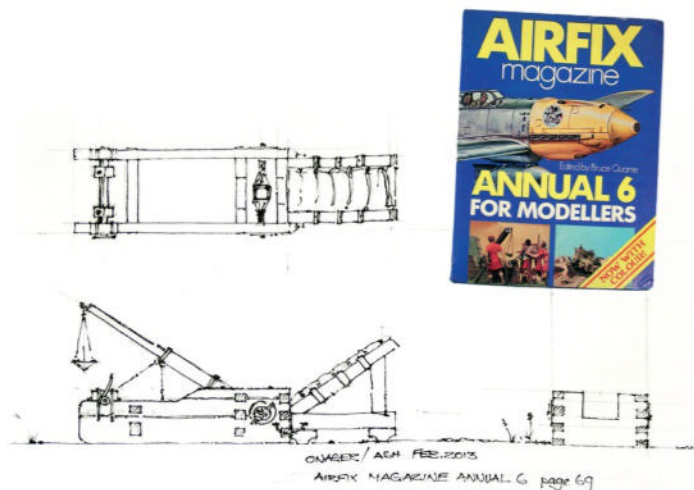
Although I am no longer certain that the original *Pax Bochemannica*, I'll be honest and confirm that this model has been on my to-do shelf for over a decade and I just felt that it was high time I eventually got around to tidying up the resin casting and painting it. The Onager is built to 1/56th scale – it is 120mm long x 45mm wide x 60mm tall to the top of the wooden arm. It is mounted on to a plastic card base 140mm long x 65mm wide.

MATERIALS USED

- ▶ Plastic card (various thicknesses)
- ▶ **Milliput**
- ▶ **Green Stuff**
- ▶ Pink foam
- ▶ Plastic rod and strip
- ▶ Wooden cocktail sticks
- ▶ Sticky-back plastic
- ▶ Thin metal strip
- ▶ **DAS** modelling clay
- ▶ Sieved stones and sand

1. AIRFIX INSPIRATION

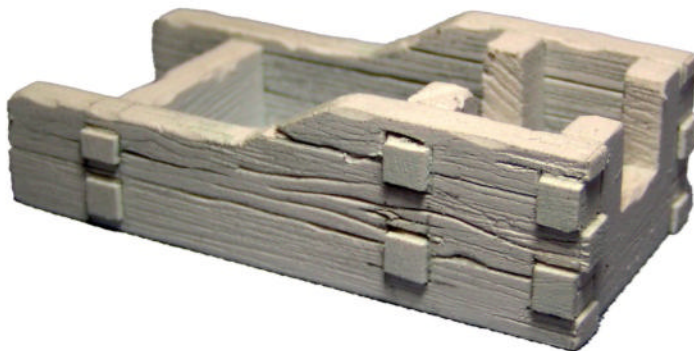
The Onager or Ass was based on an illustration and modelling article featured in the Airfix Magazine Annual No. 6 from 1976. I redrew the plans to 1/56th scale and used these as the basis of my model. The Airfix Magazine Annual is long out of print but can occasionally be found for sale on second hand book suppliers' sites and I would recommend that if you have never seen or read a copy of this or the other editions that you seek one out today as they are great modelling reads, including historical facts and great modelling articles.



2. I WAS FRAMED

The wooden frame was built from 5mm thick plastic card. I cut the rough shape following my home drawn plans and then textured the plastic card with a scalpel, the teeth of a fine razorsaw and scraping with a wire brush in the direction of the grain.

This process can sometimes be repeated many times until you have the desired effect. All construction was done with superglue.

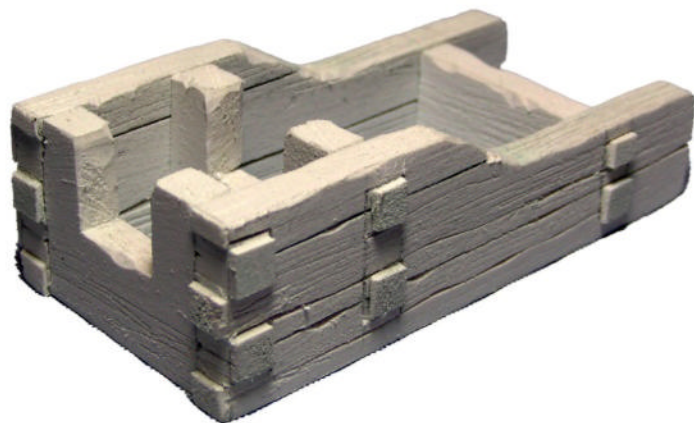


3. EXPOSED JOINTS

I have used more 5mm thick plastic card cut into 5mm by 5mm slivers to model the exposed 'tenon' joints of the original.

In addition a scalpel was used to 'nick' the edges of the frame to show wear and tear.

Although based on a historical Roman warmachine, I still needed to add some character in keeping with the 'playful' and comical back story of Pax Boche.



4. THE MASTER

Just looking at this image gives some idea of the amount of work involved in producing a master for resin casting. In addition to the basic sculpting you need to be aware of any possible under-cuts that may interfere with the mould making and the subsequent casting in resin. In this case the buffer or shock absorbing frame to the front was modelled to be solid and not an open frame as seen in the initial modelling article. It needed to be rethought so that under-cuts and voids were avoided while still keeping true to the original design.

5. PRODUCT MULTIPLICITY

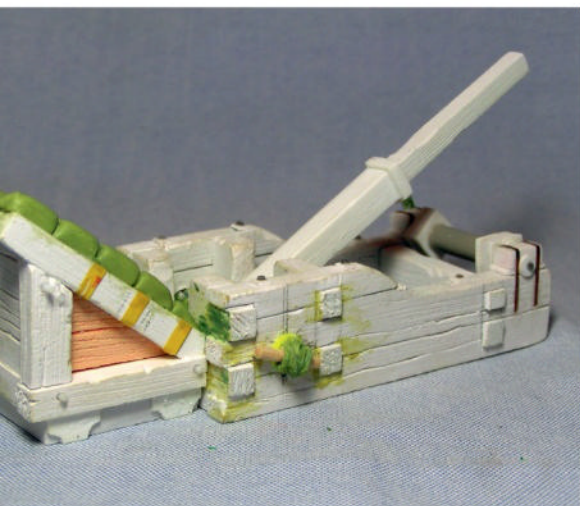
As well as plastic card, I have used insulating or pink foam, sticky-back plastic, plastic discs and plastic rod as well as **DAS**, **Milliput** and **Green Stuff**, all of which I have successfully used in the production of previous resin masters.

You should also be able to see where I have exaggerated features and textures, for example the wood grain or odd nicks and rough groundwork.

6. TEXTURE

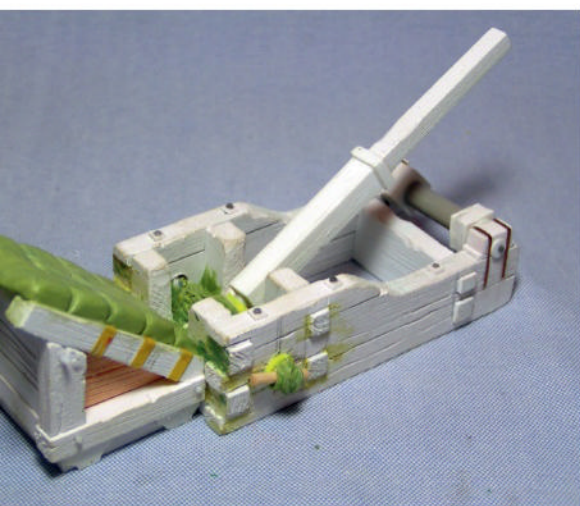
This image shows the model in its constituent parts ready to be mounted on to its base or to be kept separate for mould making.

I was once told that - to make a good looking master - you should have texture on every square centimetre and in this image you can see how I have tried to achieve this.



7. BASING

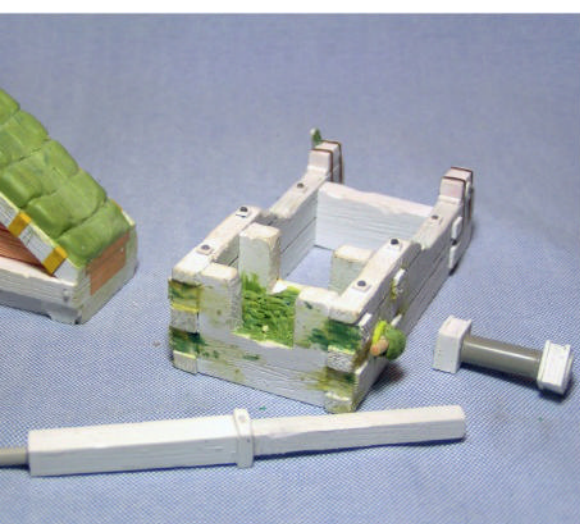
The Onager was glued to a 3mm thick plastic card base and the groundwork was built up with DAS modelling clay before additional texture was added by gluing sieved stones and sand over PVA glue. I have used Miliput grey/ green and Green Stuff in the production of this model and in some instances a mixture of the two which offers all the benefits and none of the disadvantages. I would suggest that anyone wanting to try using this mix, experiments with different formulas to get a consistency that is right for them.



8. COMPARISON

This image has a painted Pax Bochemannica Noman metal figure placed alongside to give an idea of the scale and size of the original model.

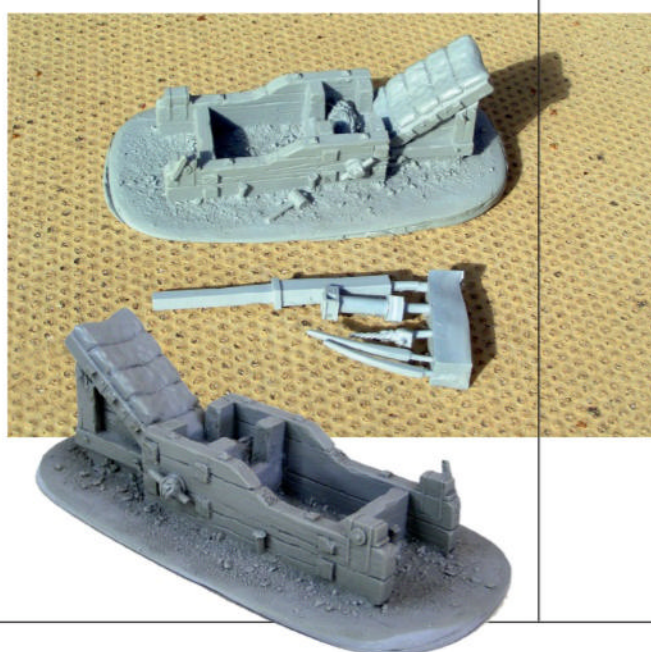
The two plastic card poles to the front will be used as winder arms for the capstan winch which in this image is held in place with a piece of Blutack, but will be cast as a separate piece on the finished model.



9. BARE RESIN

The final image shows the bare resin casting, a two piece casting with the bulk of the model cast as a large base and Onager with a second much smaller multi-part sprue containing the main telescopic arm, the capstan and winder, the two wooden levers and a rope and bag for the rock projectile.

I am not sure if this model was ever released or available to buy so I know that this is a very rare beast. In part two I will show how I painted the Roman themed warmachine and decorated the base in the same style as the rest of my Pax Bochemannica minis.



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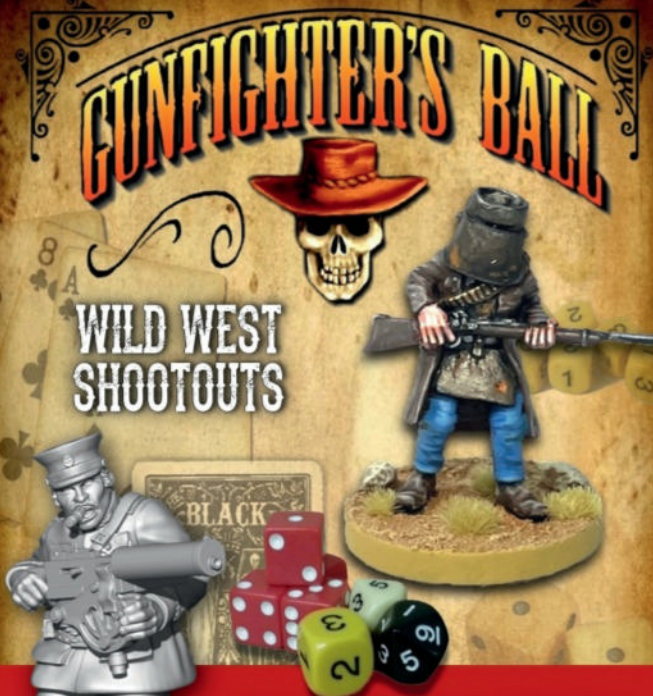
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ARAMIHA HARWOOD OF MANA PUBLICATIONS

Ko Aramiha tōku ingoa: my name is Aramiha

The passage in the callout is part of the typical way Maori will introduce themselves in formal situations – we talk of our genealogy, the ‘place’ from which we come, the spiritual connection to landscape through rivers and mountains, and would include the canoe which brought our ancestors to Aotearoa/NZ. (*I had to cut some of the translations slightly for space! Ed.*) I thought this would be a good way to introduce myself as a wargamer and as Maori. Of course I should also introduce myself via my ‘wargaming ancestry’ too! I’m more of an ‘80s generation of wargamer, a product of the pop-culture of that time. Growing up with *Star Wars* figures and using these to recreate the Battle of Hoth or Endor was my early experience of tabletop wargaming. I think the first set of wargames rules I ever wrote were for the *Transformers* toys when I was about 14 years old. I used the set of attribute values on the back of the boxes!

Transitioning into roleplaying games, such as *Rolemaster* and *Middle Earth Roleplaying*, I can remember collecting the old *Citadel Lord of the Rings* metal figures. My favourite was the Boromir figure and the seated Sauron on his tentacle/eyeball Throne. Evocatively sculpted and they really fired the imagination. Early adulthood shifted focus to girls and partying, and gaming fell to the wayside. That is until one night in ‘93 I was working as a bouncer in an Auckland

nightclub, and the club was hosting a *Warhammer Fantasy* tournament (only in NZ would this happen...). I should have been checking peoples’ id’s at the front door, but I was spellbound watching a dwarven army defend a bridge against an orc and goblin army. The next day I marched down to my local game store and purchased a Khorne army. These interests followed into further GW product – *40K*, *Bloodbowl*, *Necromunda*, *Ghorka Morka*, *Mordheim* etc – over the years to come.

I think my wargaming story is similar to many others – tiring of the cyclical nature of the GW games, I shifted to Historicals and alternative Fantasy/Sci-fi. From WWII *Flames of War* to *Warhammer Historicals*, *SAGA*, *Donnybrook* and *Dystopian Wars*. These have all taken my fancy at one time or another. My greatest wargaming passions have involved the *big* army games, however: particularly *Hail Caesar* and *Black Powder*. From my Early Imperial Romans, to my 300-man Greek City State Hoplite army, to my ECW Royalists: I love playing these games with *huge* armies!

I grew up in Melbourne – Victoria – Australia, and live there now, where I work as a University researcher in Gaming and Indigenous studies. This has given me the opportunity to work closely with Boon Wurrung and Gunai Kurnai elders in Naarm/Melbourne, as well as Maori and Pasifika academics in Aotearoa/NZ. I like to think

“Tena koutou katoa: Greetings to you All – No Tautoro ko Melbourne ahau – Ko Te Raupua te maunga – Te Maata toku marae. – Ko Rahiri toku tipuna – Ko Mata-whaorua te waka – Ko Nga Puhi toku iwi – Ko Ngati Moerewa a Ngati Rangi hapu Ngati Moerewa & Ngati Rangi are my tribe – Ti hei Mauri Ora! I sneeze! (this is) the breath of Life!”

these personal perspectives have helped in the writing of the rules for games like *Tribal* (for which we had a scenario in the last issue. *Ed.*). Ideas of narrative-building in a game as reflection of the Oral traditions of a culture, or Mana/Drengksapr/Kleos/Face/Honour being of ultimate importance to Warriors, or combats being won/lost even though there may have been no casualties.

Of course, *Tribal* is a product of three co-creators in Melbourne – Lon Teal and Adam Gehling. They are my Wargaming whanau/Family. Lon is the Gaming Ideas boffin while Adam brings his expertise as a Scientist and Palaeontologist to aspects of the game (eg the *Primeval* supplement for *Tribal*). All of our games – like *Tribal* and *Maximillian 1934* – are the culmination of the games we like to play and the willingness we have to take ideas and hammer together a game from them. We tend not to get tied to a particular rule-set or setting, we prefer to go with what we feel like playing from week to week, month to month. Of course, having large homes to house our burgeoning armies collection is always a bonus as we reach middle age. (As Lon says, “we’ll be buried with our armies, like the Emperors of Ancient times...”).

I’m also excited about GW bringing back *WHFB* via *The Old World* – time to drag my Old Empire army out of the back of the cupboard, and dust off my metal Steam Tank and Empire halberdiers! ■



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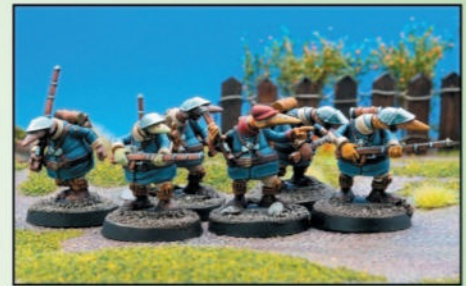
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